FINALFANTASYMI





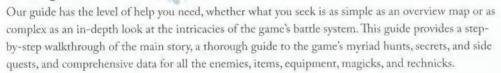
FINAL FANTASY XII

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Getting Started

Welcome to the official strategy guide for one of the most breathtaking games not just of this year, but of *any* year. The universe introduced in *FINAL FANTASY XII* is huge, deep, beautiful, rich, and complex. The quests are many, the foes fierce. As always, secrets and mysteries abound. Fortunately, you hold in your hands the ultimate insider's guide to that universe.

Using This Book 🌉



Perhaps best of all, though, is that this guide provides an in-depth look at FINAL FANTASY XII's challenging new gameplay elements: licenses, gambits, and an all-new battle system. Before you dive into the main story or tackle any side quests, make sure you check out the coverage of these important topics.

The Story of Ivalice

A great era of peace and prosperity is fading. The stability bestowed upon Ivalice in the founding days of the Dynast-King has been darkened by the likelihood of war between empires. Rozarria and Archadia seem destined to collide, crushing whatever stands between them.

Indeed, the Archadian push west toward Rozarria has already consumed Nabradia and its sibling sovereignty, the small, peaceful Kingdom of Dalmasca. FINAL FANTASY XII opens with a quick glimpse of the last throes of pre-Imperial Dalmasca and its desperate fight for freedom, followed by an equally desperate negotiation for peace. In the opening tutorial mission, you participate in a final, fateful attempt to deliver land and king from the clutches of Archadian domination.

Fast forward two years: In the Dalmascan capital city of Rabanastre, a new consul, Vayne Solidor, son of the Archadian emperor, arrives with a message of hope and renewal for the citizens of that subjugated land. However, his silver-tongued speech doesn't fully convince Vaan, an orphaned street boy who sees the Empire as a thieving bully that has robbed his country of wealth and dignity.

Vaan dreams of escape, seeing his future in the skies as a sky pirate. First, though, he wants some measure of revenge. His bold attempt to infiltrate the Royal Palace during the consul's inaugural fete to take back some of the treasure that belongs to Dalmasca leads Vaan straight into the clasp of a destiny none could foresee. It is a destiny that includes an exhilarating adventure in the company of pirates, a princess, and a great fallen Knight of the Order. As such, the tale begins.





Races of Ivalice

HUME

Some call it the race of "dominance." Many Humes have an abiding attraction to power, much more so than the other races of Ivalice. The Hume's insatiable will to power could be a cause of the rising fury that threatens to consume Ivalice.

However, the race's deep-seated curiosity and desire for knowledge has driven the creation of innovative ways and technologies. Sophisticated and stable internal political systems, stunning and nuanced architecture, and the dogged pursuit of a better, more secure life are the culmination of the Hume race.



VIERA

To the Viera, seclusion is a way of life, a given. This nubile race has avoided all political and cultural contact with Humes and other races for hundreds of years. The timeline of their unique history seems uneventful, in an almost monastic way. Over the centuries, the Viera have never migrated beyond the tangled interiors of the forbidding central forests of Ivalice.

Why? Because the Viera see themselves as an inextricable part of "the Wood," almost as a biological component of a greater being. They have long considered interaction with the outside world to be against the will of the Wood. Those rare Viera who do leave the forest become objects of contempt within their race. However, the imperial conflagrations of recent years, with much of the great forest burnt and villages lost, have awakened many more Viera to doubts about their tradition of seclusion.

Special Characteristics

Long Ears. Prominent, highly sensitive listening organs. Worthy of their name "forest hunters," Viera can detect even the most subtle sounds.

Silver Hair. There is no individual hair color in the Viera race, as all Viera have silver hair. Those few who migrate into the world of Humes, though, often dye their locks.

Feet. Vlera have pointed feet. These unique appendages make stiletto heels the best footwear for maintaining balance.

MOOGLE

Moogles have a great tradition of expertise in the area of engineering, as the race has long relied on the clever development of machines. An obvious adaptation to their small size, this mechanical skill puts them on equal terms with other races. In particular, Moogles excel at the creation and maintenance of airships, although they are very adept at other types of technology.

Special Characteristics

Pom-Pom. A fluffy fur-ball headpiece is the trademark of the Moogle race. Each individual Moogle has its own color of Pom-Pom.

Wings. Small wings, not unlike those of a bat. Due to the near-vestigial quality of these wings, only a few Moogles can use them to fly.

Deft, dexterous, highly skilled hands are perfect for delicate technical work or playing instruments.

Moogle musicians often provide accompaniment for public ceremonies or parades.

BANGAA

Hands.

Bangaa body color has many different hues. At one time, many believed that these colors determined the personality and physical abilities of each Bangaa. For example, the yellow skinned "Rugua Bangaa" was said to be friendly and intelligent, while a blue skinned "Fierce Bangaa" displayed a strong sense of justice and great physical prowess. The red "Bista Bangaa" and the steel gray "Sanga Bangaa" featured other social traits of note. However, today there are so many Bangaa of mixed blood that this theory doesn't apply anymore.

Special Characteristics

Face. Highly reptilian facial features with tiny eyes. Because Bangaa don't rely much on their eyesight,

some of them actually sport blindfolds as a fashion statement!

Hanging Ears. The characteristic Bangaa ears are split in two and droop downwards. Some individuals have

short ears, though.

Physical Frame. Always big and brawny. Even ascetic Bangaa monks are blessed with considerable brawn!

SEEQ=

The Seeq are a more primitive race. They don't wear much clothing and display little in the way of intellectual curiosity. What they do display is a passion for "shiny things", like jewels and gold, that they love to drape across their bodies. In the eyes of most other races, Seeq exhibit somewhat poor fashion taste and often end up looking unbalanced and, well, comical.

The Seeq also have a strong interest in the acquisition of gil. Because of their fairly low intellect, simple personalities, and penchant to immediately spend whatever gil they get their hands on, very few Seeq ever achieve significant financial success.

Special Characteristics

Mouth. With its upturned nose and narrow oral cavity, the Seeq struggles mightily with verbal pronunciation. Seeq cannot speak quickly and rarely talk for long periods of time.

Skin Color. Although there were originally only three Seeg skin colors (mauve, light yellow and orange),

the interbreeding of Seeg with these skin types has created greater variation.

Physical Frame. Seeq have strong and stable frames that are capable of bringing power to bear quickly. Females

have a slightly different frame than males.





LYL	HP	MP	PWR.	MG. PWR.	VIT.	SPD
1	82-84	25-27	23	20	24	24
10	282-316	40-51	28	24	27	25
20	645-742	62-89	33	28	31	26
30	1111-1293	84-127	39	33	35	28
40	1552-1814	111-176	44	37	39	29
50	2257-2650	134-217	50	42	42	31
60	2878-3387	156-255	55	46	46	32
70	3230-3802	172-282	61	51	50	33
80	3637-4281	188-309	66	55	54	35
90	4192-4938	199-325	72	60	57	36
99	4818-5681	204-330	77	64	61	37
				Contraction in	N 10.7	









"A boy who sees freedom in the skies."

Vaan

Age: 1 7

After losing his parents to the plague and his brother Reks to treachery and war, Vaan is now a child of the streets. He's now a leader of a sub-culture of war orphans who roam the slums of Rabanastre.



LVL.	HP	MP	PWR.	MG. PWR.	VIT.	SPD
3	100-106	31-34	22	22	24	23
10	253-284	43-54	26	25	26	24
20	589-679	66-94	31	30	29	-25
30 40	1020-1189	89-135	36	35	33	26
40	1428-1671	117-186	42	40	36	28
50	2081-2445	142-320	47	45	40	29
60	2656-3127	165-270	52	50	43	30
70	2982-3511	182-298	58	55	47	32
80	3359-3955	199-327	63	60	50	33
90	3872-4563	210-344	68	65	53	34
99	4452-5251	216-349	73	69	57	36
	A					-

Quickenings

NAME	ATT. PWR.
Lv.1 Northswain's Glow	90
Lv.2 Heaven's Wrath	140
Lv.3 Maelstrom's Bolt	230







"A princess who had lost everything."

Ashe

Age: **19**

The daughter of the Dalmascan king and heir to the throne, Lady Ashe first loses her newlywed husband Rasler and then her country to the Archadian juggernaut. The official story is that she took her own life in the aftermath of the Imperial conquest. However, resistance is in her blood, as is the legacy of the Dynast-King.



LIL.	HP	MP	PWP.	MG. PWR.	VII.	860
3	138-145	19-22	26	21	20	23
10	306-340	28-37	30	23	22	24
20	673-772	46-68	35	27	25	25
30	1146-1330	64-99	40	31	28	26
40	1593-1858	86-139	46	35	31	28
50	2307-2706	105-172	51	39	34	29
60	2937-3453	122-203	56	43	36	30
70	3294-3873	132-225	62	47	39	31
80	3706-4359	149-247	67	51	42	33
90	4269-5025	157-260	72	55	45	34
99	4903-5778	161-264	77	58	47	35
		7 35	7 MIN	100	. 60	1000



dnickenings	
NAME	ATT. PWB.
Lv.1 Fulminating Darkness	90
Lv.2 Ruin Impendent	140
Lv.3 Flame Purge	230







"A loyal knight branded as traitor."

Basch

Age: 36

This great hero of Dalmasca, captain of the Order of Knights, now stands accused of the assassination of his oathsworn liege, King Raminas. Word is that Basch saw the King's attempt to sue for peace with Archadia as a betrayal of the kingdom. But is that word true?











LYL	HP	MP	PWR.	MG. PWR.	VIII.	SPO
1	65-66	36-37	20	18	23	24
10	244-275	51-62	25	23	26	25
20 30 40	570-658	73-100	30	28	30	26
30	989-1153	95-140	35	33	34	27
	1385-1621	123-189	-40	38	38	29
50	2018-2372	146-231	45	43	41	30
60	2577-3035	168-270	50	48	45	31
70	2894-3407	185-297	55	54	49	32
80	3259-3838	201-325	60	59	53	34
90	3758-4428	212-341	65	64	56	35
99	4321-5096	217-346	70	-69	60	36

	Brickmaner
	NAME
9	Lv.1 Intercession
	Lv.2 Evanescence
	Lv.3 Resplendend

(SET SERVICE)	
NAME	ATT. PWR.
Lv.1 Intercession	90
Lv.2 Evanescence	140
Lv.3 Resplendence	230







"Vaan's friend." Penelo

Penelo loves Vaan like a brother. Her own parents, who were lost in the recent war, took in Vaan after his loss and raised him as one of their own. She sees the natural leader in him, even if he doesn't quite see it himself.



2 10 20 30	99-103 277-311 630-725 1084-1261	20-22 32-41 51-75	25 29 34	MG. PWR. 17 20 24	24 27 31	24 25 26	1		ř
40 50 60 70 80 90	1513-1768 2198-2581 2803-3299 3146-3702 3542-4168 4082-4808	173-285	39 44 50 55 60 65 71	28 32 36 40 44 48 52	34 38 41 45 48 52 55	28 29 31 32 34 35 37	Quickenings NAME Lv.1 Fires of War Lv.2 Tides of Fate	ATT. FWR. 90 140	4
99	4691-5531	177-289	75	-56	58	38	Lv.3 Element of Treachery	230	







"A dashing sky pirate."

A man of wit, charm and a mysterious past, Balthier owes allegiance to no crown or council. He prowls the skies of Ivalice with his partner Fran in search of treasure and perhaps something else...



LVL.	HP	MP	PWR.	MG. PWR.	VIT.	SP1
2	.85-89	25-27	23	18	20	23
10	256-288	38-49	27	22	23	24
20	594-685	60-88	32	26	-26	25
30	1029-1199	83-127	37	30	30	-27
40	1440-1584	110-177	42	34	33	. 28
50	2097-2464	134-218	47	39	36	30
60	2677-3151	156-257	52	43	40	31
70	3005-3538	172-284	57	47	43	32
80	3385-3985	189-312	-62	51	46	34
90	3902-4598	200-328	67	55	50	35
99	4486-5290	205-333	-71	59	53	36

	23
Quickenings	II. II.
NAME	ATT. PWR.
Lv.1 Feral Strike Lv.2 Whip Kick	90 140
Lv.3 Shafterheart	230







"A master of weapons."

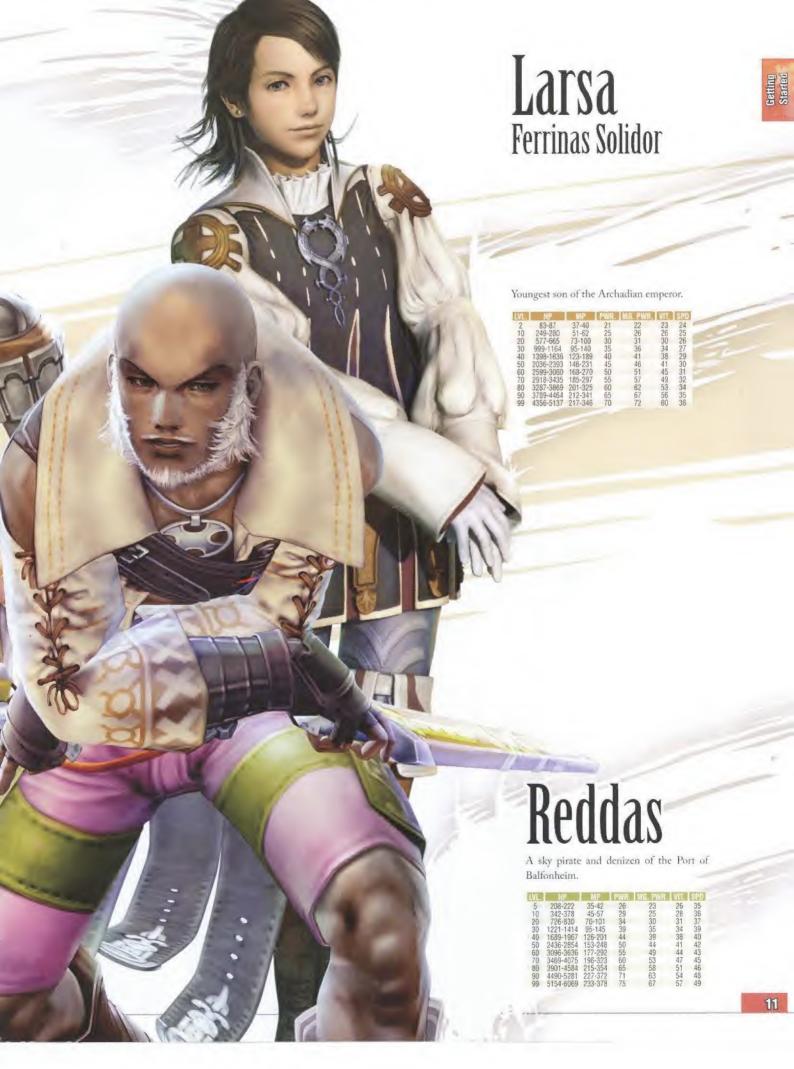
A Viera female with a strong sensitivity to the Mist, Fran is a loyal partner and co-pilot to Balthier. She's quite a formidable warrior and a mechanic to boot. Her adjustment to the greater world since abandoning the forest dwellings of her race is nearly complete. But can one ever completely forsake the voice of the Wood?

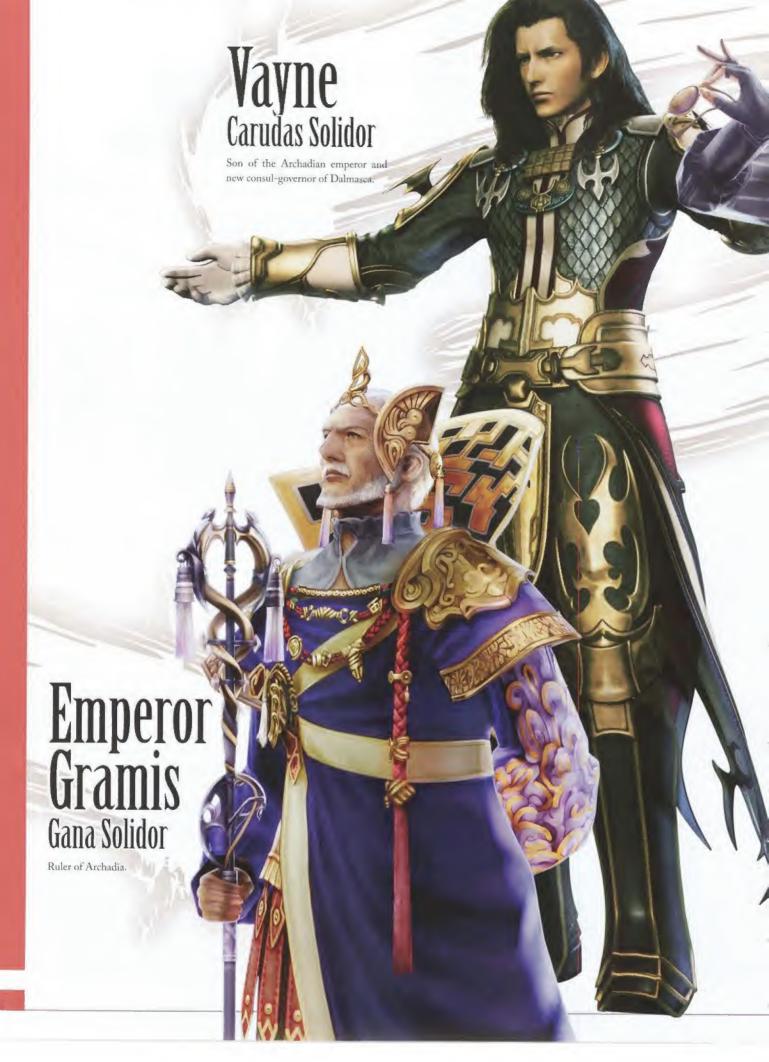


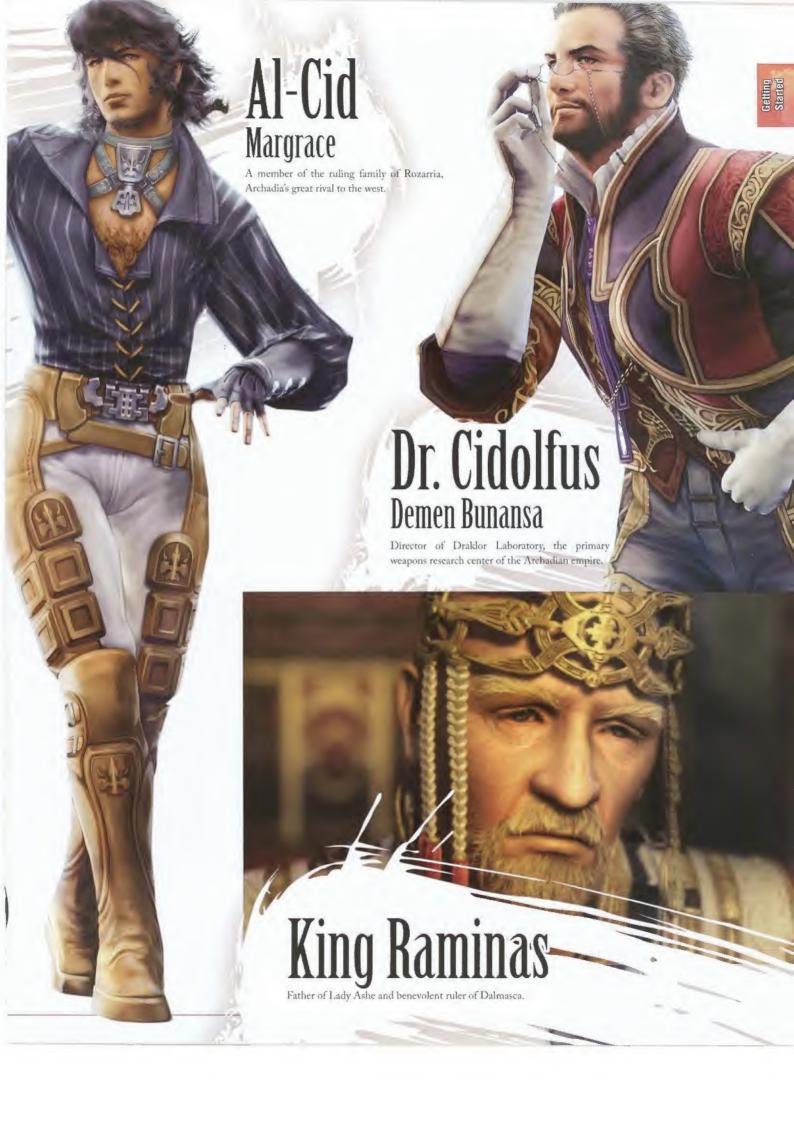


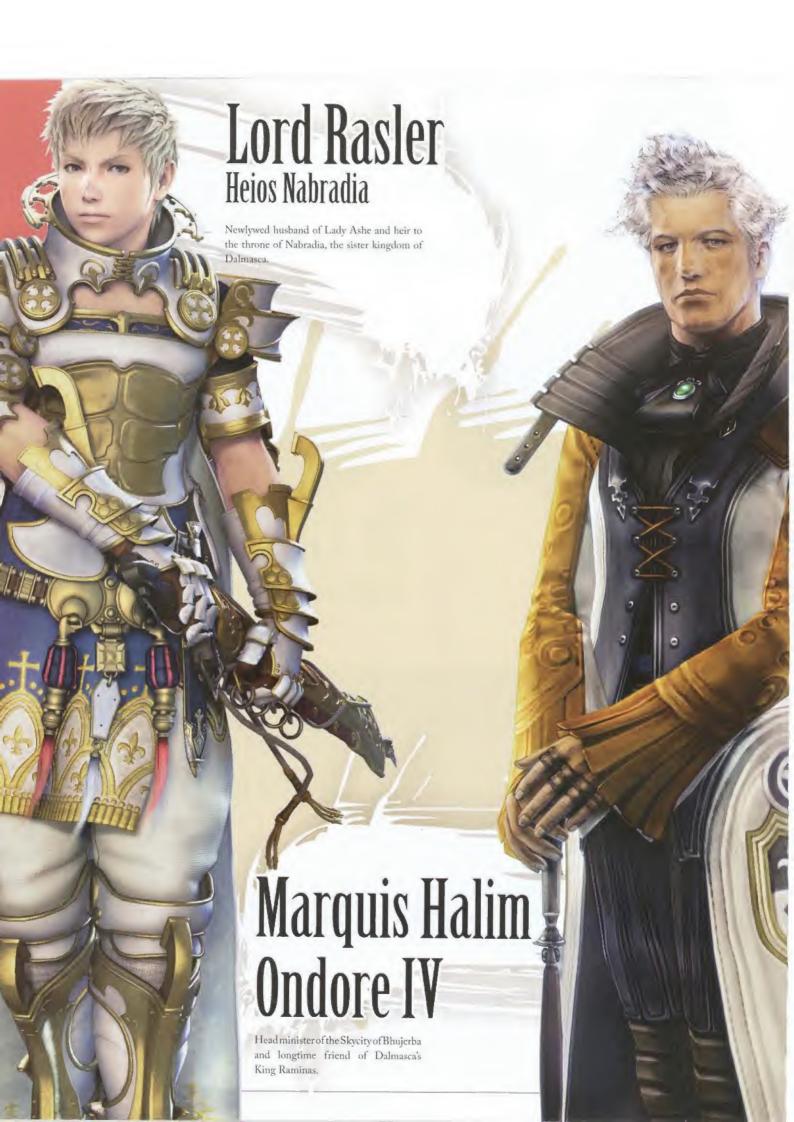




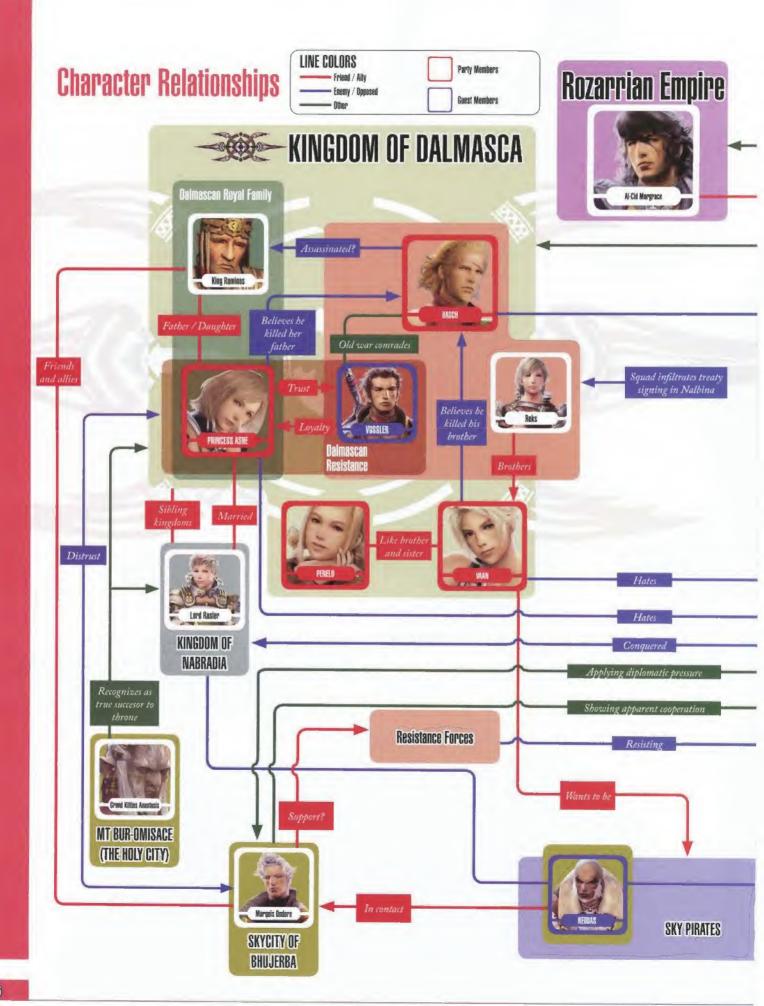


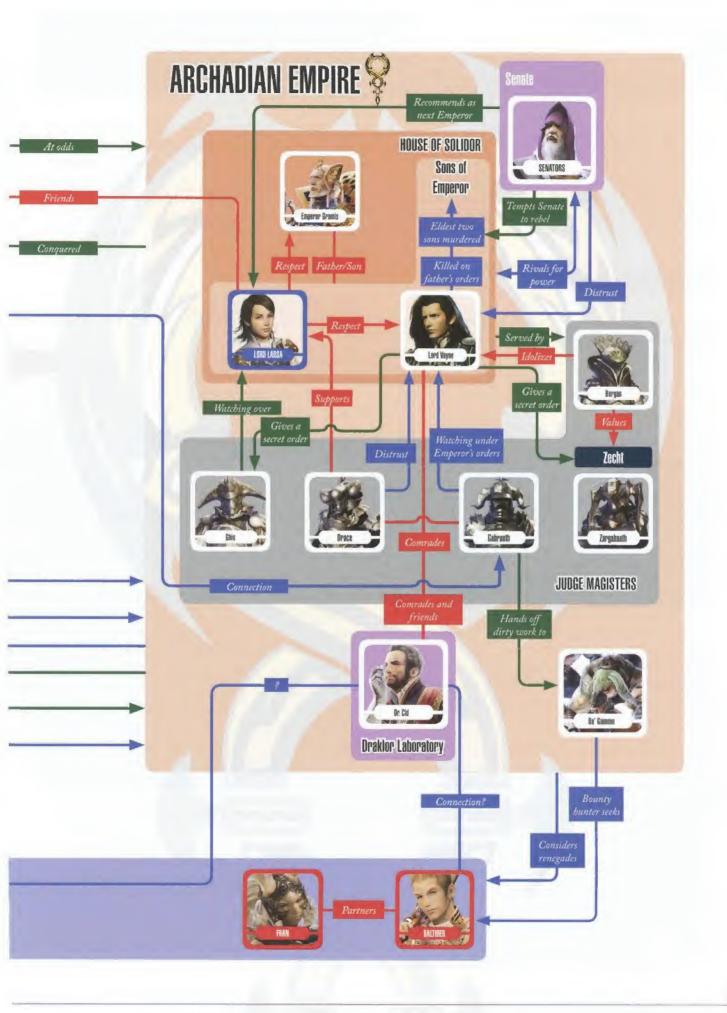












icenses

Licenses determine a character's growth, abilities, and ultimately-usefulness throughout the game. Magick, technicks, weapons, armor, and even accessories require a license before a character can wield or equip them. Each character enters the game with a few basic licenses. You can use these "suggested" skills as a basis for growth, or players can break from the mold and develop all six characters in any manner they choose.

How Does It Work?

Licenses are purchased with LP (License Points) earned during battle. Most creatures are worth 1 LP, so it can take a long time to earn the LP needed to unlock some of the best licenses. Check a character's LP by entering the Licenses sub-menu within the Main Menu. Each character can have as much as 99999 LP accumulated; although collecting that much LP would be a highly unlikely scenario, any LP past the amount you need to fill out the characters' license board is wasted.



WANDERING BATTLES

Most battles are optional. The party can fiee past enemies and avoid combat, if you so desire. The gambit system makes battle less tedious by automating simple battle commands. Let your gambits do the work and take down those lesser enemies. It's worth lighting low-level creatures for LP gains even when the experience earned is minimal.

A character's license board is divided into eight sections. The top half focuses on magick, technicks, accessories, and augmentations. The bottom half is composed primarily of weapons and armor licenses. Expect to spend more time on the top section early on, since weapons and armor are slow to appear and augmentations are extremely valuable from the outset.

At first, most of the board is hidden from view and won't be available until much later in the game. Fortunately, you have this guide to provide a sneak peek of the board and allow for better planning from the beginning. A few panels are already unlocked when a character joins the party. These panels represent the character's experience prior to joining the party. It also enables them to wield basic weapons and armor while using some low-level magicks and technicks too, so they can do a little more than just attack at the start of the adventure.

Next to the unlocked panels are locked panels. These panels are readable, but haven't been purchased with LP. Press the & button over a locked panel and the game will ask you to confirm the purchase if the character has enough LP to complete the transaction. Agree to do so to unlock the locked panel, Any unreadable panels adjacent to the recently unlocked panel are uncovered, becoming readable. These are now available for purchase. Each time a new panel is unlocked, as many as three unreadable panels may become readable.

What Should I Buy? 🌉

LP isn't easy to gather, so spend wisely. Come up with a development plan for each character right from the start. Decide who will lead the party into battle and absorb the bulk of the damage. Determine who will play a backup role and act primarily as a caster. Then use these determinations to chart each character's progress throughout the game.

Someone must lead the party into battle. That character should focus on the lower-half of the augmentations section and on swords and heavy armor. Augmentations can rapidly increase a character's HP (Hit Points), ability to block with a shield, and physical attack power. Swords cause reliable damage and heavy armor helps to reduce the damage sustained when fighting.



BUILDING THE ULTIMATE

Anyone focusing on physical attacks should collect certain augmentations as early as possible. The three "Shield Block" panels are extremely important. These panels enable the character to deflect many enemy attacks, which drastically reduces the need for healing. The five "Battle Lore" panels increase a character's physical attack damage. The five "+HP" panels are also extremely important, as they greatly increase a character's HP early in the game. This makes it much easier to survive when lighting powerful bosses.

Backup characters, those who rarely fight at close range, should focus more on magicks and the top half of the augmentations section. This area focuses on lowering MP (Mist Point) costs, increasing magick potency, and overall magick proficiency. Characters can wear light or mystic armor and they perform very well with ranged weapons (bows, guns, crossbows, hand-bombs) or mystic weapons (staves, rods, maces, measures). Light armor is best for those who plan to use close-range weapons despite their backup roles (daggers, poles, ninja swords, axes, hammers, spears, katana).



Be stingy when purchasing licenses for armor, weapons, accessories, and magicks. There's no reason to buy the licenses until the items become available, even if that means diverting from the main story long enough to accumulate the LP when the items arrive in local shops. A little extra combat never hurts!

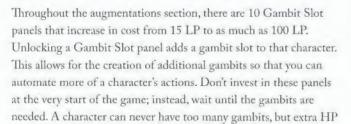
Technicks are somewhat unusual. They can be useful in some combat situations, however, some are used less often than others. Grab "Steal" and "Charge" early in the game, but wait for others until you purchase more important augmentations.

A FEW THINGS EVERYONE NEEDS

There are certain panels that everyone should have. White Magick is important to every character, as it enables the party to restore lost HP and revive deteated allies. Each member of the party should have these abilities.

The three "Swiftness" augmentations reduce action time and improve the party's efficiency. "Steal" and "Charge" are the only technicks that everyone needs. "Steal" increases the amount of loot the party gathers during their adventures, which is eventually sold for gil and used to unlock new Bazaar items. "Charge" restores a small amount of MP when a character's MP is low, so purchase this one immediately. You will most likely use "Charge" from the start of the game to the very end.

What Are Gambit Slots?



and quickness are far more important at the beginning of the game.

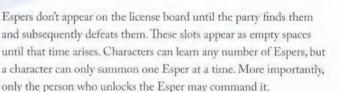
What's the Deal with Quickenings?

There are 18 Quickening panels scattered around the board. Each character can unlock as many as three Quickening panels. Any of the panels will suffice, but note that once a Quickening panel is unlocked it is immediately and permanently removed from the other characters' license boards. Thus, it's important to plan ahead which characters will go after the different panels to ensure that everyone can unlock three without having to purchase too many undesired abilities.

It pays to go after these panels early in the game, because Quickenings are very powerful attacks. They can often decimate a group of enemies or a boss. Upon unlocking a second and third Quickening panel, the character also gains an additional Mist Charge. The Mist Charge is equal to the character's maximum MP (Mist Points), effectively doubling and then tripling the character's available MP!

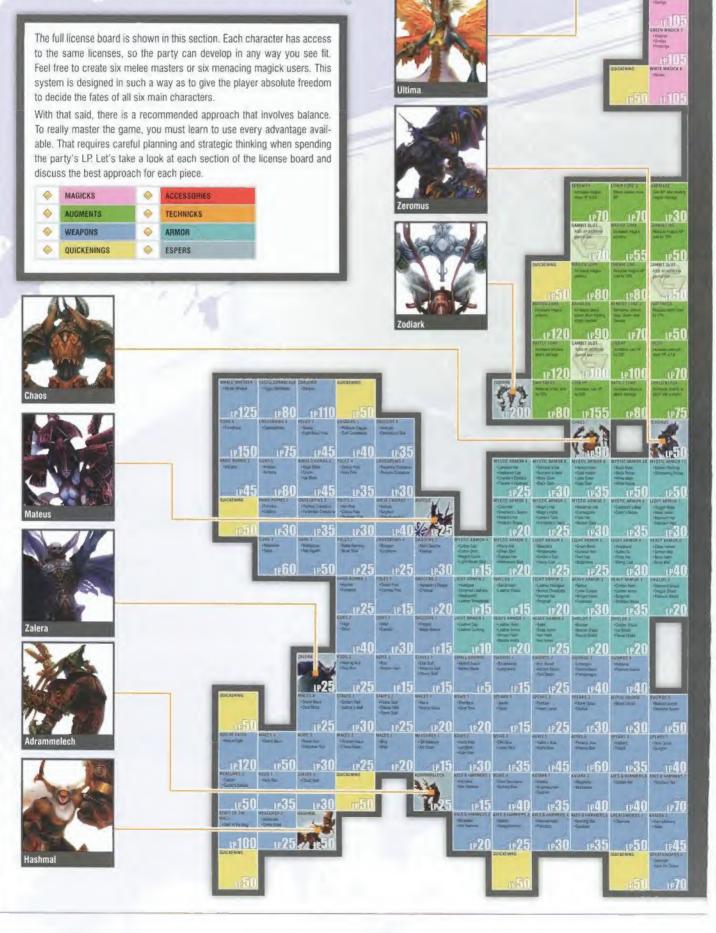


Where Are the Espers? *W*



It requires from one to three Mist Charges to summon an Esper. Try to evenly spread out the Espers amongst the party members, but try to assign the ultimate Esper, Zodiark, to the character used most frequently. Generally, this character should be a melee specialist, since it takes three Mist Charges to summon the beast and a swordsman can quickly restore lost MP by simply attacking.







The Top Half W

The top of the license board focuses on commands granting magicks and technicks and useful passive bonuses provided by augments and accessories. This portion of the board is split into four sections (refer to the board):



Powertal apolis and to milet conveys, our woods, attemption the junity, will wanted the contract.

Technicks

Umisual and sometimes useful abilities the don't require MP.

Accessories

Wearable items that provide passive bonuses, immunities, or increase the effectiveness of abilities.

Augments

Passive bonuses that greatly enhance the party's effectiveness in battle.



Magicks

Magicks are split into five unique groups:

White

Focuses on healing and restoration.

Black

Largely elemental attacks that allow the party to strike an enemy's weak spot.

Green

Status effects, both positive and negative, that are used to fortify allies or weaken enemies.

Tilm

Speed-enhancing magick that improves the party's efficiency or slows the enemy and DOT (Damage Over Time) attacks, among other things.

Arcane

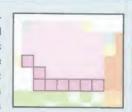
Often unpredictable, but very powerful magick.



Magicks Explained

White Magick

White magick is all about healing and reviving party members. These spells are critical to all party members. Even those characters who focus on melee should invest in White Magick 1-6. These six provide the basic Cure and Raise magicks along with status restoration magick. The most useful abilities include:



Cure & Curaga

Heal an individual party member. Curaga is an enhanced version of Cure that restores more lost HP. These are absolutely essential; pick them up as early as possible.

Cura & Curafa

These are "group heals" that affect every ally within a small area. These powerful spells will eventually replace Cure and Curaga.

Raise & Arise

You can use these spells to revive a fallen ally. This is essential as the game progresses and enemies become more and more vicious. Players may also use Phoenix Downs to restore downed characters faster, but at an added expense. These spells are the perfect choice in most situations.

Esuna & Esunaga

Negative status effects can cripple party members. These magicks make it easy to erase the negative status. Although they don't affect every status, they take care of the most common ones.

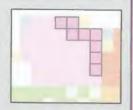


CURE AND THE UNDERD

Healing magick has a reverse effect on the undead. Casting Cure on a zombie causes damage equal to the magick's normal healing effect. Likewise, casting Raise can sometimes kill an undead enemy instantly. Thus, Cura and Curaja are powerful area attacks when facing a horde of undead creatures.

Black Magick

Black magick can be a powerful ally in some battles. Enemies with an elemental weakness may suffer critical damage from these magicks when other weapons and magicks seem to bounce right off. Make sure casters are equipped with the following:



Fire, Blizzard, & Thunder

These are the three basic elemental attacks.

Any caster should be ready to use these at a moment's notice.

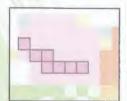
This is a powerful, non-elemental attack that sometimes leaves a Sap effect on its victims. The HP Sap continues to drain HP from the target until the status effect is removed. This is especially effective against targets with a tough physical defense.

Flare

This extremely powerful magick delivers a devastating, non-elemental blow. It's perfect to use when the enemy is immune to the basic elements and tends to absorb magick damage. It's also good to use during some boss fights.

Green Magick

Green magick is all about status effects. These abilities can either protect the party or hamper the enemy. The most essential ones are:



Protect & Protecton

These two improve the party's defense against physical attacks. This is essential when facing a powerful foe in battle. In

tough battles, the damage reduction can mean the difference between death and a narrow victory.

Shell & Shellga

Much like the previous magicks, these increase the party's magick defense. It reduces the damage of enemy magicks significantly and can also prove to be a deciding factor in a major battle.

Silence & Silencega

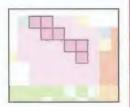
Casters are ineffective when they can't use magicks. Silence robs an enemy of its ability to use magicks until the effect is removed. This effect never runs out on its own, so cast it early and it may last throughout the entire fight.

Blind & Blindga

Blind and Blindga can cripple a character who relies on melee fighting. This type of magick robs the victim of his eyesight, drastically reducing the enemy's chance to hit. This effect never wears off, so use it early in battle.

Time Magick

The status effects found in Time magick increase the party's speed, slow down enemies or stop them altogether, and cause damage over time. These are especially effective, since speed is a huge advantage in any battle. Magicks that damage over time are also an effective way to take down creatures that are otherwise too powerful.



Slow & Slowga

The Slow magicks are key to use when facing tough opponents like bosses or marks. Slowing the target reduces the damage it can cause over the course of the battle and it gives the party more time to react and heal. This effect eventually wears off during long battles, so you may need to recast it.

Haste & Hastega

Haste speeds up the party's actions, allowing them to react and attack much faster. Combine Haste on the party with Slow on an enemy and the party will gain a huge advantage! These spells also eventually wear off during a long fight, so you may need to recast it.



SPEED EFFECTS

There are three magicks that affect speed: Slow, Haste and Berserk. The following magick combinations result in different bonuses:

Haste + Berserk = 3x Speed

Berserk or Slow + Haste + Berserk" = 2x Speed

Haste = 1.5x Speed

Slow + Haste* or Slow + Berserk = 1x Speed

Slow = 0.5x Speed

Stop = 0x Speed

accessory, since Haste removes Slow and Slow removes Haste

Disable & Stop

These magicks temporarily remove the target from battle. They're most effective when facing large groups of lesser enemies. Note that most bosses are immune to Disable and Stop.

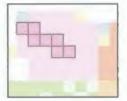
Break

After casting Break, a 10-second countdown begins. If the effect isn't removed in time, the target will turn to Stone. This is a great weapon to use against high-level enemies that are otherwise too strong for the party. Most bosses are immune to Break, but many random enemies aren't.

This magick enables the party to float over traps instead of trying to run around them. It never hurts to set this one up as a gambit, so that it's always in effect while you're exploring areas where traps are very common. It's also a good way to counter Earth magick.

Arcane Magick

Arcane magick is very powerful, but often unpredictable. The status effects found in this group are some of the best and prove vital near the end of the game.



Dark, Darkra, & Darkga

These magicks are powerful elemental attacks that are effective against many creatures early in the game.

Bubble magick doubles a character's HP with one cast. Although the effect is temporary, it is crucial when facing the later bosses.

Reverse

This curious magick reverses the effects of attacks, magicks, and techniques. This means that something that would normally cause damage will heal the target instead. Or, things that give life cause death, It's very useful when facing powerful enemies, trying to thwart an enemy's restoration efforts, or overcoming an elemental resistance.

Decov

Enemies are drawn to attack the character under the effects of this magick. Decoy is a great way to control the enemy and keep casters safe. Try to use this magick from the moment it becomes available until the end of the game.

Syphon

It is sometimes difficult to maintain MP while inside a large dungeon, but Syphon helps. This magick strips the target of some MP and transfers it to the caster. The undead and stronger enemies commonly resist this magick, so don't rely on it all of the time.

Technicks are much like magicks except that they typically cause physical damage (except Shades of Black) and they don't require MP to use. Many of these abilities have limited usefulness, since they rely on unusual conditions such as time played and steps taken. A few of the most useful techniks are:

При

This handy spell reveals more information about monsters, but more importantly, it also reveals traps. Keep it on a gambit from the very beginning of the game.

Steal

Almost every monster carries loot. Steal enables the party to snatch an extra item from enemies, which greatly increases the amount of loot you can collect. This in turn provides more gil and better weapons, armor, magick and technicks. Steal whenever possible!

Charge

When MP is running low, there's no easier way to earn a few points than to use

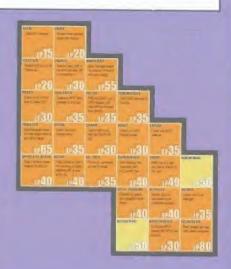
Charge. The only risk is that a miss reduces the user's MP to zero. Only use this technick when a character's MP is low to avoid misses and wasted MP.

Expose

This technick reduces the target's defense. Expose also works well against most bosses.

1000 Needles

There are few more reliable attacks than 1000 Needles, as it causes 1000 points of damage each time! It's a great attack to use against enemies with high defense, or when a character just can't inflict 1000 points of damage otherwise.



Accessories

The accessories found throughout the game play a huge role. They offer constant effects that are extremely valuable in any fight. Always ensure that characters have a good accessory equipped. These are some of the best available:

Golden Amulet

This item doubles the number of LP earned by the wearer. This is one of the most useful accessories in the game. It's always a good thing to equip it on characters held in reserve, since they earn LP from every battle.

Embroidered Tippel

Need to quickly level up? This item doubles the EXP earned from each monster defeated. It only works on characters in the battle party, though. This is great if you desire to reach Level 99 with your characters, or help a low-level character catch up with the rest of the party.

Bubble Belt

This item has the same effect as the Bubble magick—it doubles the wearer's HP. The difference between the two is that the effect is constant and can't be dispelled or removed by death.

Diamond/Armlet

This armlet is essential for finding the rarest treasures in the game.

Cat-ear Hood

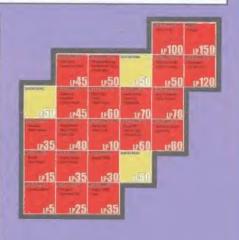
This accessory greatly increases the wearer's vitality and speed. Think of it as a constant Haste effect. This is useful at any time during the game.

Sage's Ring

The Sage's Ring cuts the MP cost of magicks in half, rounding down. Improve the efficiency of casters with this handy item.

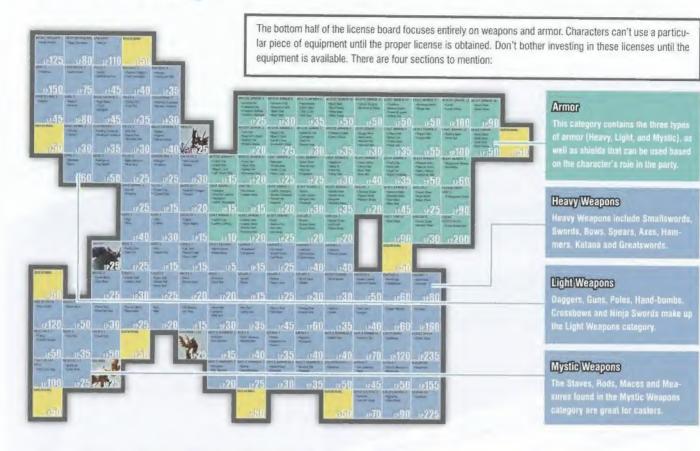
Ribbon

The Ribbon always has been, and always will be, the ultimate FINAL FANTASY accessory! This accessory prevents all negative status effects, which makes even the toughest battles much easier.





The Bottom Half



Armor

Choosing the type of armor a character wears is more important than it may initially seem. Armor affects most attributes except for attack power. Equipping the right type of armor for a character's role is vitally important. Equip the primary melee characters with heavy armor for strength and defense, and equip backup melee characters with light armor for speed and vitality. Equip mystic armor on casters for magick power and resistance. Shields are also essential for the primary melee characters early in the game, since they drastically reduce the damage taken from physical attacks.



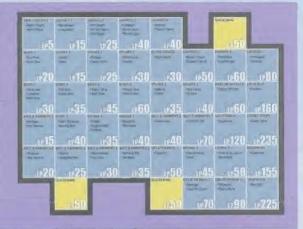
OPTIMIZE MANUALLY

The game has a helpful feature called Optimize in the equip menu that automatically selects the best equipment for your character. This is great at the start of the game, but becomes less useful as the game progresses. The reason for that is because the selection is based entirely on equipment stats and not on the overall usefulness. Take the time to manually equip your party members and select the equipment that fits the character's role, not just the strongest gear available.

Heavy Weapons

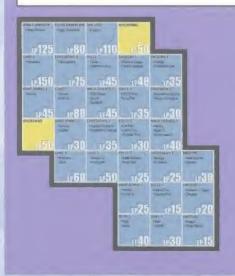
This section includes Smallswords, Swords, Bows, Spears, Axes, Harmers, Katana and massive Greatswords. Swords, Smallswords, and Greatswords tend to be the most reliable weapons since they cause consistent damage with each swing. These are the best choice for the primary melee character in the party.

Hammers and Axes can cause tremendous damage, but they're quite unpredictable. The number of big hits and little hits tends to balance out in the end, though. Bows serve as great ranged weapons and they are very effective against flying monsters. Katana aren't as powerful as Greatswords, but they are fast and combo often. Spears are powerful, twohanded weapons that are great for a backup melee fighter.



Light Weapons

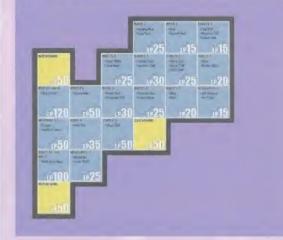
This portion of the license board includes Daggers, Guns, Poles, Hand-bombs, Crossbows and Ninja Swords. Daggers and Ninja Swords rely heavily on speed and the ability to combo. Hand-bombs are effective ranged weapons, but cause unpredictable amounts of damage. Crossbows are also excellent ranged weapons with a variety of ammunition. Poles are extremely effective against enemies with low magick defense.



Mystic Weapons

Mystic weapons contain Staves, Rods, Maces and Measures. Staves and Rods are excellent weapons for casters, since they greatly enhance the character's magick power and often strengthen particular elemental attacks. Maces use magick power to determine damage instead of strength.

Measures are unusual weapons that often leave behind beneficial status effects. These are better suited for characters who rarely attack the enemy and focus on supporting the other party members.



Cambits

Gambits are brand new to the FINAL FANTASY series. They introduce a simple way to guide your party in combat without having to micromanage every encounter. A gambit is a programmed command that instructs a character to react automatically in a predetermined manner when faced with a specific situation. Think of it as a user-controlled AI (Artificial Intelligence). Gambits allow you to take as much or as little control in each battle as desired. A carefully crafted set of gambits can handle most battles against common enemies. Bosses and rare monsters often require a more hands-on approach.

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Gambit Building 101

Each gambit consists of two separate parts: a condition and a reaction. Thus, the character assesses the situation and reacts in the programmed manner. The gambit conditions focus on an ally(s), a foe(s), or the character (self). You can use them with nearly any learned command from magicks, technicks, and items. As you would expect, the party starts off with very few gambits available, but the commands grow throughout the game as new gambits are found or purchased until nearly anything can be automated.

For example, you can attach simple commands like "Attack" to gambits such as "Foe: nearest visible" to automatically initiate combat whenever a hostile creature wanders within range. Later on, the commands become more complex and specific as magicks like Dispel or technicks like Souleater are added to the equation. For example, a player can dictate that a character always casts Dispel whenever the "Foe: status = Protect," or use Souleater whenever "Foe: character HP > 90%."

R WORD OF CRUTION

Always test new gambits before going into a major battle. One small mistake can turn a great gambit into a disaster. Make sure everyone is attacking the enemy and not each other.

Also, check for gambits that repeat themselves andlessly, making a character nearly worthless during a light. This is simple enough to do. Just watch each character closely and ensure that he or she reacts as anticipated. If not, consider rebuilding or reordering the character's gambits or eliminate the problem commands all logether.



Ally: Any/Phoenix Down

Ally: HP < 40%/Curaja

on down the list to see if anything else needs doing

Ally: status = HP Critical/X-Potion

ITEMS VS. MAGICK

llems are faster than magicks. A gambit for using a Phoenix Down will always take effect before a gambit for casting Raise, so keep this in mind when a character is burning through the party's entire stock of Phoenix Downs or Potions. Try making the gambit a lower priority for that character, or rely on manually triggering item usage. Gambits like "Ally: item AMT ≥ 10" can also limit waste and ensure that the party doesn't run out of a critical item in the middle of a battle.

Ally: status = Confuse/Attack

Contuse/Attack* only triggers when an ally has been hit with the Contuse status. He immediately strikes the confused ally breaking the effect. It's ually hest that the attacker is a player with a weak weapon and attack

Foe: status = Haste/Dispelga

nely aseful in areas where enemies tend to appear with a positive status

Self/Bubble

7 Self/Decoy

er is out of commission due to Silence, Stop, Disable, or even the

MISSING MAGICK

If magicks like Berserk, Decoy, or Reverse miss frequently when cast on your party, it may be due to a high magick resist and magick evade versus a low magick power. Try reducing the target's magick resist and magick evade while increasing the caster's magick power with equipment and Faith to make the spells miss

8 Foe: flying/Telekinesis

Foe: lowest HP/Attack

seek out the weakest enemy and fight it until it falls. Early in the game, the Attack command when flying creatures are near and out of sword's reach.

Self: MP < 19%/Charge

The tenth gambit isn't effective until the "Self" conditions become available Charge with "Sell: MP < 10%," you can ensure that the character rarely wastes

ARTIFICIAL INTELLIGENCE

Characters aren't dim-witted. They make intelligent choices based upon the gambits created. They won't recast a status effect on something already affected by the same status. Don't worry about someone endlessly recasting Protect or Shell on one person and

Unfortunately, some skills don't work the same way. For instance, Steal would be a wonderful thing to automate, but doing so usually means the character steals endlessly even though the enemy's character running off alone and simply aren't worthwhile. Save such things for manual controls unless there's something specific you want to steal.

11 Self/Libra

12 Self/Berserk

character healed, since he can't do it on his own

In this example, Vaan's primary focus is on resurrection and heating. All ating negative status effects. This support character should also be the a to use Healing gambits to recover lost HP. Try to save nonessential s like Libra until you're out of comhat, as these things slow down the

Disabling Gambits 2007



Gambits aren't always a good thing. In major battles against extremely tough enemies, it's sometimes best to use only a few simple healing and attack gambits and leave the rest up to manual input. This keeps the party from wasting valuable MP, or accidentally using a technick that has no effect on the enemy, Status attacks are a common issue, as most bosses are immune to several status effects. Unless such Status gambits are disabled for that battle, the caster will stand back and cast an endless stream of worthless magick while expending lots of MP.



Ally Gambits



Gambit	Cost
Ally: any	50
Ally: party leader	50
Ally: Vaan	
Ally: Ashe	+4
Ally: Fran	
Alty: Balthier	
Ally: Basch	
Ally: Penelo	
Ally: lowest HP	50

Gambit	Cost
Alfy: strongest weapon	50
Ally: lowest defense	50
Ally: lowest magick resist	50
Ally: HP < 100%	50
Ally: HP < 90%	50
Ally: HP < 80%	50
Ally: HP < 70%	50
Ally: HP < 60%	50
Ally: HP < 50%	50
Ally: HP < 40%	50
Ally: HP < 30%	50
Ally: HP < 20%	50
Ally. HP < 10%	50
Ally: MP < 100%	50
Ally: MP < 90%	50
Ally: MP < 80%	50
Ally: MP < 70%	50
Albert MD = 60%	50

Gambit	Cost
Ally: MP < 50%	50
Ally: MP < 40%	50
Ally: MP < 30%	50
Ally: MP < 20%	50
Ally: MP < 10%	50
Ally: status = KO	50
Ally status = Stone	50
Ally: status = Petrity	50
Ally: status = Stop	50
Ally: status = Sleep	50
Ally: status = Confuse	50
Ally: status = Doom	50
Ally: status = Blind	50
Ally: status = Poison	50
Ally: status = Silence	50
Ally: status = Sap	50
Ally: status = Oil	50
Ally: status = Reverse	50

Gambit	Cost
Ally: status = Disable	50
Ally: status = Immobilize	50
Ally: status = Slow	50
Ally: status = Disease	50
Ally: status = Lure	50
Ally: status =	Protect
Ally: status = Shell	50
Ally: status = Haste	50
Ally: status = Bravery	50
Ally: status = Faith	50
Ally: status = Reflect	50
Afly: status = Invisible	50
Ally: status = Regen	50
Ally: status = Float	50
Ally: status = Berserk	50
Ally: status = Bubble	50
Ally: status = HP Critical	50
Ally: item AMT ≥ 10	100

Foe Gambits

Gambit	Cost
Foe: party leader's target	
Foe: nearest visible	<u></u>
Foe: any	50
Foe: targeting leader	100
Foe; targeting self	100
Foe: targeting ally	100
Foe: furthest	50
Foe: nearest	50
Foe: highest HP	50
Foe: lowest HP	50
Foe: highest max HP	50
Foe: lowest max HP	50
Foe: highest MP	50
Foe: lowest MP	50
Foe: highest max MP	50
Foe: lowest max MP	50
Foe: highest level	50
Foe: lowest level	50
Foe: highest strength	50
Foe: lowest strength	50
Foe; highest magick power	50
Foe: lowest magick power	50
Foe: highest speed	50
Foe: lowest speed	50
Foe: highest defense	50
Foe: highest magick resist	50
Foe: HP ≥ 100,000	50
Foa: HP ≥ 50,000	50
Foe: HP ≥ 10,000	50

Gambit	Cost
Foe: HP ≥ 5,000	50
Foe: HP ≥ 3,000	50
Foe: HP ≥ 2,000	50
Foe: HP ≥ 1.000	50
Foe: HP ≥ 500	50
Foe: HP < 100,000	50
Foe: HP < 50,000	50
Foe: HP < 10.000	50
Foe: HP < 5,000	50
Fos: HP < 3,000	50
Foe: HP < 2,000	50
Fos: HP < 1,000	50
Foe: HP < 500	50
Foe: HP = 100%	50
Foe: HP ≥ 70%	50
Foe: HP ≥ 50%	50
Foe: HP ≥ 30%	50
Foe: status = Petrily	50
Foe: status = Stop	50
Foe: status = Steep	50
Foe: status = Confuse	50
Foe: status = Doom	50
Foe: status = Blind	50
Foe: status = Poison	50
Foe: status = Silence	50
Foe: status = Sap	50
Foe: status = Oil	50
Foe: status = Reverse	50
Foe: status = Disable	50

1	Gambit	Cost
	Foe: status = Immobilize	50
	Foe: status = Slow	50
	Foe: status = Disease	50
ı	Foe: status =	Protect
	Foe: status = Shell	50
	Foe: status = Haste	50
	Foe: status = Bravery	50
	Foe: status = Faith	50
	Foe: status = Reflect	50
	Foe: status = Regen	50
ı	Foe: status = Berserk	50
	Foe: status = HP Critical	50
1	Foe: fire-weak	500
	Foe: lightning-weak	500
	Foe: Ice-weak	500
	Foe: earth-weak	500
	Foe: water-weak	500
	Foe: wind-weak	500
	Foe: holy-weak	500
	Foe: dark-weak	500
	Foe: fire-vulnerable	250
1	Fee: lightning-vulnerable	250
ı	Foe: ice-vulnerable	250
ı	Foe: earth-vulnerable	250
ı	Foe: water-vulnerable	250
	Foe: wind-vulnerable	250
	Foe: holy-vulnerable	250
	Foe: dark-vulnerable	250
	Foe: undead	100

	-
Gambit	Cost
Foe: flying	100
Foe: character HP = 100%	100
Foe: item AMT ≥ 10	100
Foe: character status = Blind	100
Foe: character status = Silence	100
Foe: character status = Bravery	100
Foe: character status = Faith	100
Foe: character status =	100
HP Critical	
Foe: character MP ≥ 90%	100
Foe: character MP ≥ 70%	100
Foe: character MP ≥ 50%	100
Foe: character MP ≥ 30%	100
Foe; character MP ≥ 10%	100
Foe: character MP < 90%	100
Foe: character MP < 70%	100
Foe: character MP < 50%	100
Foe: character MP < 30%	100
Foe: character MP < 10%	100
Foe: character HP ≥ 90%	100
Foe: character HP ≥ 70%	100
Foe: character HP ≥ 50%	100
Foe: character HP ≥ 30%	100
Foe: character HP ≥ 10%	100
Foe: character HP < 90%	100
Foe: character HP < 70%	100
Foe: character HP < 50%	100
Foe: character HP < 30%	100
Foe: character HP < 10%	100

Self Gambits

Gambit	Cost
Self	50
Self: HP < 100%	50
Self: HP < 90%	50
Self: HP < 80%	50
Self: HP < 70%	50
Selt: HP < 60%	50
Sett: HP < 50%	50
Self: HP < 40%	50
Self: HP < 30%	50
Self: HP < 20%	50
Self: HP < 10%	50

Gambit	Cost
Self: MP < 100%	50
Self: MP < 90%	50
Self: MP < 80%	50
Sett: MP < 70%	50
Self: MP < 60%	50
Self: MP < 50%	50
Self: MP < 40%	50
Self: MP < 30%	50
Self: MP < 20%	50
Self: MP < 10%	50
Self: status = Petrify	50

ı	Gambit	Cost
ı	Self: status = Doom	50
ı	Self: status = Blind	50
١	Self: status = Poison	50
ı	Self: status = Silence	50
	Self: status = Sap	50
	Self: status = Oil	50
1	Sell: status = Reverse	50
	Self; status = Immobilize	50
	Self; status = Slow	50
	Sell: status = Disease	50
	Self: status = Lure	50

Gambit	Cost
Self: status =	Protect
Self: status = Shell	50
Self: status = Haste	50
Self: status = Bravery	50
Self: status = Faith	50
Self: status = Reflect	50
Self: status = Invisible	50
Self: status = Regen	50
Self: status = Float	50
Self: status = Bubble	50
Self: status = HP Critical	50



FINDING GAMBITS

You can typically find gambits You can typically find gambits in shops for a small price.
However, urns and chests sometimes contain them as well. The party holds one copy of the gambit no matter how many copies are found.
Although finding gambits in the field saves a little gil, shop prices are very reasonable and worth the investment.



Helpful Gambits

The possibilities seem endless, but here are a few useful gambits to get things going in the right direction. Use these as building blocks for more complicated gambits later on in the game. Remember to always check your gambits before entering a major battle. One simple mistake can ruin an encounter!

Revive Gambit

Ally: Any/(Raise, Arise or Phoenix Down)

Make sure each character has this gambit in the number one spot. Reviving downed allies is important in battle. The gambil triggers an immediate response and oftentimes revives the lallen ally before he or she can hit the ground. The negative status effect KO can also be cured by using the Revive technick



MANUAL REVIVE

me players may prefer to revive fallen allies manually, pecially those who would rather swap out downed chara for reserve characters and worry about reviving later. There are certainly advantages to this strategy, but it does increase the party's overall risk of losing the battle while the player's attention is elsewhere. Figure out which way works best for you.

Healing Gambit

Ally: HP < ##%/(Gure, Gura, Guraga, or Guraja)

This is perhaps the second most important gambit. Make sure it always follows the Revive gambit. Healing is extremely important in every battle, regardless of what the party is fighting. Unless, of course, you're just fighting weaker creatures for sport or foot! Close to 50% is a good trigger during a fight. Try staggering the percentage between three characters to ensure there's a primary, secondary, and emergency healer. (For instance, use 60%, 50%, and 40%.) Doing so keeps the damage dealers (ocused on tighting instead of stopping to heaf all of the time.

Status Effect Removal Gambits

Ally: Status = (any status)/(any status remover)

Automating status removal can be a big help. Typically, it's best to refer to the bestlary to see what type of status attacks the enemies are using, or just pay attention while fighting. Find the proper gambit for the status in question and match it up with the cure. Esuna and Esunaga can eliminate most common status effects like Bfind and Silence, while others require a specific cure or item. See the following table for a complete breakdown:



Disease

Cleanse/Vaccine/Remedy (requires level 3 license)



Petriffy

Gold Needle/Siona/Remedy (repaires level 2 license)



Doom

Remedy (requires level 3 license)



Slow

Dispet/Haste/Remedy



KO

Raise/Arise/Phoenix Down/ Revive technick



Stop

OIII Handkerchief/Remedy (requires level 2 license)



Dispel/Chronos Tear/Remedy (requires level 3 license)

Dispel Gambits

Foe: Status = (most statuses) / (Dispel or Dispelga)

Some enemies make use of positive status effects like Protect, Shell, Haste, Bravery, Faith and others. Such effects may make battles a bit more challenging, especially when the creature is a boss. Dispel and Dispelga can quickly eliminate such status effects and even wipe out Reflect. The only drawback is that they may also eliminate negative statuses cast by the party such as Slow. The "Foe: any" gambit also works with Disnet. but keep in mind that you will also dispet Slow or Stop.

MP Restoration Gambits

Sett: MP < 10%/Charge

Self: MP < 90%/Syphon

There are two very effective ways to restore MP without using a Save Crystal or Ether. The first is the Charge technick. A player can take a chance to regain a small amount of MP. The risk is that if the technick fails, the character's MP drops to zero. This is really only effective when the character is extremely low on MP. The risk of failing increases as the character's MP increases, so one to two attempts is usually all that is advisable.

The second gambit involves the use of Syphon magick. With Syphon, a caster can steal a large chank of MP from most enemies and transfer it to him or her. Most characters can easily restore a third of their MP this way with a single cast of Syphon. Unfortunately, many creatures, especially the undead, are immune to it. Turn off this gambit during such situations to ensure that the character doesn't nointlessly cast Syphon over and over again.



MERRLY UNLIMITED MP

All characters who use a lot of magick should consider using one or both MP restoration gambits. Place the "Self: MP < 10%/Charge gambit first for maximum effectiveness. Remember to turn off the Syphon gambit when fighting immune creatures or bosses.

Weakness Gambits

Foe: (Any element)-weak/(matching element)

Most enemies have a weakness to at least one element. Casters can take advantage of these weaknesses by using the correct type of magick. For instance, cause extra damage by casting Fire magick on an enemy with a low lire resistance, or Aero on a creature with low wind resistance. Late in the game, gambits will enable you to automatically take advantage of such weaknesses and vulnerabilities. Make sure the caster has an MP restoration pambit before the weakness pambits on he or she never runs out of Mist Points



WERK VS. VULNERABLE

The difference between these terms may not be obvious. Creatures that are weak to an element sustain extra damage when hit with such magick. Vulnerability merely suggests that it is possible to damage the enemy with the spell; no extra damage is caused. Some of the toughest enemies lack weaknesses, but they may be vulnerable to more than one element.

Attack Gambits

Foe: (Any or nearest)/(Attack, magick, or technick)

Foe: Party leader's target/(Attack, magick, or technick)

Foe: Lowest HP/Attack, technick)

Attack gambits can change a great deal throughout the game. Early on, for example, it may be tricky to get everyone to focus on the same enemy. To do so, it's best to set up two gambits on the main lighter and one on the two support characters.

The main lighter should use "Foe: any" or "Foe: nearest" to first select a target, but the trick is putting "Foe: party leader's target" prior to the combat initiator. Thus, the leader chooses a target and stays on that target until it is dispatched. All other party members should have the "Foe: party leader's target" equipped, so they always join the leader in dispatching a single enemy. You can use any type of attack (physical, magick, or technick) with these conditions.

Use "Foe: lowest HP/Attack" when the gambit becomes available. Although this has the same basic effect, it takes up less room. Gambits using "party leader's larget" can also stop working or become problematic if your party leader falls in battle and you must swap another member in as the leader. "Foe: lowest HP/Attack" does not share this drawback.

Post-Battle/Beneficial Status Gambits

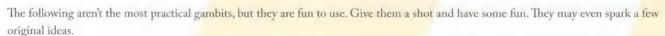
Ally: Any/(positive status)

Ally: HP < 80%/Cura

Ally: Any/(Esuna/Esunaga)

Any gambit placed after the attack gambit is initiated once all nearby enemies are defeated. This is useful for positive status effects such as Haste, Bubble, Faith, Bravery and even Decoy and Berserk. By placing these gambits at the end, it ensures the characters focus on attacking during combat and spend less time protecting. This also means the player must take over during longer battles to ensure that necessary positive status effects remain intact throughout the entire light.

Gambit Oddities



Ally: (Melee specialist's name)/Berserk

This tricky gambit sacrifices control of one character in favor of drastically increasing his/her attack power, speed, and combos. The character won't consider gambits when acting and may also run from target to target rather than focusing on one. If isn't perfect, but it can be extremely effective.

Self: Status = blind/Sight Unseeing

Sight Unseeing is an amusing lechnick that only works when the character suffers from the Blind status. You can put this to work by intentionally blinding the character and giving him or her a gambit such as this one. Keep in mind that many enemies are immune to Sight Unseeing (in particular, the undead), so be ready to turn off the gambit when necessary.

Foe: HP = 100%/Charm

This is another technick that can be useful, but more often than not, an enemy will resist it. Placing Charm with the "Foe: HP = 100%" gambit ensures that the caster will try to influence someone other than the leader's target. It can be useful when fightling large groups.

Foe: Character HP > 90%/Souleater

Souleater is a powerful technick that consumes the user's HP to damage the enemy.

Although it doesn't work well against the undead, it is effective against other enemies. It's especially effective against enemies with a high defense.

Foe: Character MP < 10%/Shades of Black

Low on MP? No worries. Shades of Black enables a caster to fire a random Black magick without consuming any MP. The only drawback is that you never know what will happen! The spell may be extremely powerful, ineffective, or even absorbed by the monster. This is mainly effective against lesser enemies so, unless you feel like taking a risk, don't use it against bosses.

Foe: (Undead/(Cure; Cura, Curaga, Curaja, Raise, or Arise)

The undead may have a bunch of resistances, but they can't stand up against Holy magicks. This includes most restoration spells. Try bombarding a group of undead with Curaja and watch them melt away.

Ally: Party leader/Reverse

Reverse magick is unpredictable at best. It often misses and doesn't last long, but it can be beneficial when facing a particularly difficult enemy. Try casting Reverse on the party leader and watch as the enemy's attacks actually heal that person. This is best used in combination with Decoy. Also, make sure all Healing gambits are turned off while this gambit is active, or someone may actually end up killing the party leader while trying to heal him/her. Alternatively, change the restorative gambits of your non-Reversed party members to "Sell: HP < 50%/Curaga" so that they don't undermine your efforts.

Foe: Flying/Telekinesis

This technick comes along very late in the game, but it's incredibly useful. With this gambit, a character equipped with a melee weapon can strike a flying fee for random damage based off the equipped weapon. This is a huge advantage, since melee weapons usually cause more damage than ranged weapons.

The Battle System

FINAL FANTASY XII introduces a new battle system that will seem very foreign to FINAL FANTASY devotees. Don't panie! The new system is more like the battle system of old than it first appears. It may take a little getting used to, but in the end, you'll love it.

ADB: Active Dimension Battle

Perhaps the most notable difference is that there are no longer breaks between battle and exploration. Enemies are visible from a distance, so you choose to avoid or attack them. The party doesn't

enter a battle screen that contains and limits the action. This also means that additional enemies may join the battle as it progresses and the party can sometimes use the landscape to its advantage.



Battles take place in real time as before, but you can still select the "Wait" option from the Preferences menu. This grants the player more time to select actions and consider alternatives. Use this option if you're new to the series or until you get accustomed to the new system.



Pressing the button brings up the Battle Menu. You can then choose actions by pressing up and down on the D-pad and pressing the button again to confirm. A small timed meter appears next to the character's name in the lower-left corner of the screen (see screenshot). The

rate at which the meter rises is based upon the character's speed. When the timed meter fills completely, the character performs the action. You can choose actions individually for each character by bringing up the menu screen and pressing right or left on the D-pad to cycle between the characters.

While the new battle system might seem like a radical departure, it really isn't. With Wait mode on, the game's battle system is virtually identical to that of older titles, just thrown onto a 3-D plane. The main distinction here, then, is the Gambit system. Gambits enable you to automate many actions you would normally have to perform manually.

So Why Fight at All?

Unlike other FINAL FANTASY games, the battles aren't random and you can choose to fight or avoid most enemies. Continuously avoiding enemies has its drawback, though, because battles provide EXP (Experience), LP (License Points), clan points, item drops, gil drops, and additions to the Bestiary for defeating the game's foes. Note, however, that some of the larger enemies—such as bosses, mini-bosses, and certain hunts—will not reward EXP or item drops, but they do offer large amounts of LP.

What's This About Aggro?

It's possible to avoid most enemies while exploring, but as soon as the characters and enemies spot each other, the party enters a battle stance. The battle is then initiated unless you or the enemy decides to flee. Vaan and the rest of the party usually walk around with their swords sheathed. They're in

battle stance if their weapons are drawn. Once a battle stance has been initiated, it's usually a good idea to stay in one place and finish the battle, lest you draw more enemies into the fray and be forced to take on several at once.



Most enemies with a green life bar are non-aggressive and will not attack unless provoked; the exception to this rule are Elementals. It can be a good idea to fight these enemies to add them to your Bestiary or collect their dropped items. In some cases, like facing elementals, it's a good idea to just walk past them. If you accidentally target one, it will stay non-aggressive until a hit lands, so there's time to cancel your attack if you accidentally target a creature. There are a few exceptions to this rule regarding foes with green life bars. Elementals, a powerful and unpredictable enemy with a green bar, often appear to be non-aggressive at first, but they will attack if the party casts magic. The other time non-aggressive enemies will attack is if they see your party attacking another one of their kind.

Oh No! What If I'm Seen?

If you initiate a battle that you would rather not fight, hold down the R2 button to trigger a retreat. Holding this button causes your characters to sheathe their weapons, in effect cancelling all actions and disabling all gambits. On occasion, an enemy will continue to chase after the party when they attempt to flee. If other enemies spot the party running away, they may join in the attack. Eventually, some of the foes may give up on the chase, but it's best to find an exit from your current area. Another way out is to run toward a set of enemies/non-



aggressive enemies that are natural enemies of the enemy in pursuit. This sometimes causes the enemies chasing after the party to flee, but may instigate a fight with the new enemies.

The plus side to running away is that the party slowly gains MP (Mist Points). It can sometimes be a good idea to temporarily run away from a winnable battle if the party needs a few more MP.

Restoring HP and MP?

Here are a few ways to solve the problem of restoring HP and MP:

- Touch a Save Crystal to fully restore all lost HP and MP.
- Run around to restore MP.
- Trigger a lucky Rejuvenation trap to gain HP.
- Hit a lucky Manafont trap to gain MP.
- Use an item from the Potion family to restore HP.
- Use an item from the Ether family to restore MP.
- Use an Elixir item to restore HP and MP.
- Cast a spell from the Cure family or use the Revive technick to gain HP.
- Use the Charge technick to restore MP.
- Use Drain magick on an enemy to steat their HP.

- Use Syphon magick on an enemy to pilfer their MP, or use it on a berserked character since they restore their MP fast and won't need it while in this state.
- Let your character get hit by a Magick type that his or her equipment absorbs to restore HP.
- Cast Regen on a character to slowly restore their HP.
- Although this rarely occurs, a character may pick up a dropped ilem that may restore HP, MP, or both. (This happens randomly as a chain combo increases in level.)
- Unlock certain spots on the license board to reveal other ways to restore MP.
- Take damage when a character has the Reverse magick cast on them to restore HP equal to the attack's damage.

When a character loses all of his HP, it's not the end of the game. Get the character back in action by casting Raise magick or using a Phoenix Down, or swap them out for reserve characters. The game doesn't necessarily end if all three active party members lose their HP. When this occurs, you can swap in any reserve party members to continue the battle. The game only ends when all of your active and reserve party members have no more HP (hit points).



What Else Is There?

In certain parts of the game, the general rules will be slightly modified to create a more challenging experience. Occasionally, you'll have to fight a battle as your HP or MP slowly seep away, or you may be forced to fight without using items. This is a very rare occurrence, but it's a good idea to know what the icons mean when this does occur.



HP Sap: The active party's HP decreases as the fight goes on. The effect isn't lethal, though; a character with 1 HP won't die until he gets hit.



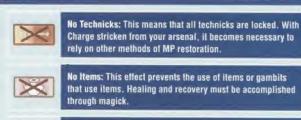
No Attack: This effect disables the Attack command and any gambits that use the Attack command. When this occurs, you must rely on magick and technicks to fight enemies.



MP Sap: The active party's MP decreases as the fight continues.



No Magick: This effect prevents the use of all magick or any gambits that cast magick. You must rely on physical attacks and technicks to cause damage and items to heal.



(T)

Magnet Icon: Any characters equipped with metal armor or accessories will have their ADB slowed down significantly. Remove any equipped metal and/or replace it with cloth or leather equivalents to speed up a character's actions.

- Certain areas have no exits: During most boss battles, there is no chance to exit the zone.
- Instant game over: There's just one of these in the game and it occurs when you are fighting the Demon Walls in the Tomb of Raithwall.
- Battle timer: A certain battle has a timer that limits the length of the fight. The enemy will have its HP instantly reset when the timer hits zero.

Charge Time

Every action has a certain time cost associated with it. The charge meter, which measures time for actions, is located in the right-hand corner of the screen next to each character's name. After selecting an action or having a gambit automatically select one for you, the

action is displayed above the meter and the meter begins to fill. When the meter is full, the word "action" will appear as soon as you're within range of the target character or enemy. After an action has begun to charge, you can stop it by doing the following:



- Selecting another command
- Entering escape mode
- Changing equipment
- Switching maps (zones)
- Examining a treasure box or speaking to someone
- Having higher priority gambits fulfilling their conditions, which restarts the charge bar in favor of the highest priority action

Charge Time Speed	
Status Effects	Speed
Haste + Berserk	3x speed
Berserk or Slow + Haste + Berserk*	2x speed
Haste	1.5x speed
Slow + Haste* or Slow + Berserk	1x speed
Slow	0.5x speed
Stop or Stone	0x speed

'This effect only occurs if a character has an accessory equipped that automatically provides one of these status effects and the opposite magick is cast on him.

Party

Your party consists of several different types of characters who each play a different sort of role.

- Battle Member: A party member who is currently on the battlefield.
 You are limited to three battle members at a time and any extra party members are forced to sit on the bench as reserve members.
- Reserve Member: Reserve members are party members who are not actively fighting, but are members of your party.
- Guest Member: A story-related character who joins your party temporarily. This person is not considered a party member, so gambits do not work for them. Other party members can heal these characters and use items on them.
- Other Member: A non-story character who joins the party temporarily and does not appear in your party list. This person is also not considered a Party Member.

Watch the information section in the right-hand corner of the screen to notice that the character names change from red to blue depending on what actions are being performed and what actions are being performed against them. If a battle member's name appears in red, this means that you cannot swap out the character for a reserve character. Instead, you must wait until the action is finished to perform the swap.

The Party Leader

One battle member is always designated as the leader. The lead character can be identified by either having their name highlighted or having a red flag attached to their portrait. This is the character who you move around the field. To change the lead character, go to the Party Member screen, change the current battle members, and watch the leader flag jump around between leaders, or simply press the D-pad up or down while exploring. If the lead character runs out of HP, you will be forced to designate a different battle member as the leader before continuing.

Striking a Balance

Reserve party members do not receive EXP when enemies are defeated, but they do receive LP. Depending on your preference, you can choose to focus on a single set of three characters as battle members for most of the game, or continuously swap out battle members and reserve members to keep their levels somewhat even. WARNING! If you focus on a smaller number of characters, you will be more susceptible to defeat when your main group of battle members is defeated.



BALANCE TO 40

It's best to keep the party at a uniform level throughout most of the game. This is less critical once everyone hits 40. At this point, it's usually best to select a primary battle group and focus promoting them for the side events to come. It's much easier to raise three characters to 99 than it is to raise all six.

Attributes

Character effectiveness is comprised of several statistics that are altered by things like a character's level and equipment, or negative and positive status effects. Leveling up increases a character's



base statistics, but you can also affect these values by equipping certain equipment. The following is a list of things that drastically increase certain attributes:

- Increase HP: Equip Light Armor or unlock +HP slots on the license board.
- Increase MP: Equip a Rod or unlock multiple Quickening panels on the license board.
- Increase Attack Power: Equip weapons and ammunition.
- Increase Defense: Equip armor.
- Increase Magick Resist: Equip hats and helms.
- Increase Evade: Equip a shield.
- Increase Magick Evade: Equip certain shields.
- Strength: Equip Heavy Armor or unlock Battle Lore on the license board.
- Magick Power: Equip Mystic Armor or unlock Magick Lore on the license board.
- Vitality: Equip certain accessories.
- Speed: Equip certain accessories.

EXP L	vel Requirer	nents					
Level	Total EXP	Level	Total EXP	Level	Total EXP	Level	Total EXI
1	0	26	123665	51	1249580	76	5215245
2	51	27	140286	52	1338271	77	5469006
3	169	28	158474	53	1431529	78	5731834
4	386	29	178321	54	1529506	79	6003941
5	735	30	199920	55	1632355	80	6285540
6	1253	31	223368	56	1740233	81	6576848
7	1978	32	248763	57	1853298	82	6878083
В	2950	33	276205	58	1971710	83	7189465
9	4213	34	305798	59	2095633	84	7511218
10	5812	35	337647	60	2225232	85	7843567
11	7796	36	371861	61	2360676	86	8186741
12	10215	37	408550	62	2502135	87	8540970
13	13121	38	447826	63	2649781	88	8906486
14	16570	39	489805	64	2803790	89	9283525
15	20619	40	534604	65	2964339	90	9672324
16	25329	41	582344	56	3131609	91	1007312
17	30762	42	633147	67	3305782	92	1048616
18	36982	43	687137	68	3487042	93	1091169
19	44057	44	744442	69	3675577	94	11349962
20	52056	45	805191	70	3871576	95	1180121
21	61052	46	869517	71	4075232	96	12265697
22	71119	47	937554	72	4286739	97	12743674
23	82333	48	1009438	73	4506293	98	13235398
24	94774	49	1085309	74	4734094	99	1374112
25	108523	50	1165308	75	4970343	-	

Targeting

When you select an action for a battle member to perform, a target line appears (unless the option is turned off) that shows who the character is targeting. Depending on whether the action is an attack, a curing Magick or a status-enhancing Magick, the line will appear in a different color.

Target Info



The technick Libra enables you to see a lot of useful information about enemies.

- Libra: If Libra is cast on your party, the Libra icon will appear here to show whether the enemy is affected by it or not. If the enemy is not affected by Libra, an "X" will appear over the Libra mark.
- Flying: If the enemy is a flying type, a feather and the words flying type will appear here.
- Enemy Level: If none of your battle members have Libra active, you will see question marks in place of the enemy's level.
- Name: If an enemy's name appears in red, that is an indication that the enemy is three or more levels higher than your character. If the name appears in yellow, the foe is one or two levels higher than your characters. And if the name appears in blue, the enemy is either the same level as yours or lower. This information only appears when Libra
- Current HP and HP Max: If none of your battle members have Libra active, you will see question marks in this spot.
- Status Effects: This section indicates any status effects currently in effect.
- Weakness: The enemy's weak point. If none of your battle members have Libra active, you will see nothing in its place.

Target Line

The target line helps to designate whether a character is targeting a friend or foe and with what type of action. Here's a breakdown of the colors and what they mean:

Purple: Monster action (healing)

Blue: Character action (anything aside from healing)

Green: Character action (healing)

Red: Monster action (anything aside from healing)

Target Signal

The target line indicates where your lead character's target is, but there is another arrow next to that character that signifies whether they are actually close enough to the target. This arrow changes color depending on whether or not you are within range.

Red Arrow: Your character is outside of range to attack the

Yellow Arrow: Your character is within range to attack the monster.

Switching Targets

Pressing the R1 or L1 button enables you to select a different group of targets. The cursor cycles through target groups in a specific order before coming back around to the original target. If your cursor targets the battle members by default, pressing the R1 button switches to your reserve members, other members, and then enemies. Pressing the L1 button does this in reverse. If no other members are present or performing the action on reserve members is not allowed, these categories will be skipped. Again, that order is as follows:

Enemy R1 -> battle members R1 -> reserve members R1 -> other members R1 -> back to the enemy

Attacks

Attacks are divided into two categories: regular attacks and magick attacks. The following table breaks down the basic things that affect various aspects of every attack.

Regular Attack	Magick Atta	ick	
Inflict Damage	Attack Power	←→	Magick Power
Reduce Damage	Defense	←→	Magick Resist
Avoid Atlacks	Evade	←→	Magick Evade
Omg. Reduction Mag.	Protest	\longleftrightarrow	Sheli
Augment Mag.	Bravery	(++)	Faith
Negate all/any Dmg.*	Paling	(++)	Magick Barrier
*Indicates enemies only.			

Critical Attacks and Combos 2

Weapons don't always hit for the same amount of damage. There are minor fluctuations with most weapons between each hit based

on the success of the attack and the enemy's defense. Weapons sometimes make a critical hit, which drastically increases the damage caused. This usually increases the attack power, but it is also affected by elemental weaknesses and strengths that come into play,



Combo attacks are random, but certain weapons are more likely to combo than others. Katana, ninja swords, and daggers combo very often and can create a chain of up to 10 hits at a time. Ranged weapons like bows and guns never combo. Weapons that combo often typically cause less damage per hit, but can bypass the 9999 damage limitation of stronger weapons by hitting multiple times.

2H Sword: 9999 damage x 1 hit = 9999 damage 2H Katana: 4999 damage x 10 hits = 49990 damage

Keep in mind that combos don't occur with every swing and a 10-hit combo is a very rare occurrence. The damage difference tends to even out over time, so the ability to combo frequently doesn't necessarily make one weapon better than another. However, the Genji Glove accessory will facilitate combo hits, especially with a Katana.

Counters

The Battle Harness accessory enables a character to automatically counterattack upon being attacked. This is a fantastic option early in the game, since it makes it much easier to deal with multiple opponents.

Enemies sometimes counterattack, so beware. The word "Counter" always appears on-screen when a counterattack occurs. You can thwart enemies that counterattack frequently by using Immobilize or Sleep and magicks, since magicks can't be countered.

Elements

Battle members and enemies can use weapons and magicks that are enhanced with the power of the elements. Knowing this and using it to your advantage can give you the upper hand in many battles. Conversely, not paying attention to how these elements can work against you may mean your characters will meet a quick end.

		34	5	0	9	5	0	
Weak Point	-	Venetian Shield	Adamant Hat, Adamant Vest	_	_	-	Bone Hefm, Bone Mail	_
Half Damage	Flame Shield, Adamant Hat, Adamant Vest, Manufacted Nethicite	Manufacted Nethicite	Ice Shield, Manufacted Nethicite	Manufacted Nethicite	Manufacted Nethicite	Windbreaker, Manufacted Nethicite	Manufacted Nethicite	Bone Helm, Bone Mail, Manufacted Nethicite
Immune	_	Zodiac Escutcheon, Rubber Sult	_	Oragon Shield	Viking Coal	-	_	-
Absorb	_	_	_	_	_	_	White Mask, Sage's Ring	Demon Shield, Black Mask
Strengthen Magick	Burning Bow, Flame Staff	Storm Staff	Glacial Staff	_	Six-fluted Pole, Cloud Staff, Fumarole	Cherry Staff	Holy Rod, Staff of the Magi, White Robe	Zeus Mace, Black Garb

Weak point = 2x damage No element changes = 1x damage (normal damage) Half damage = 0.5x damage Not effective = 0x damage (no damage) Absorb = -1x damage (healing)

Status Effects



There are two types of status effects: positive and negative. Like their names imply, positive status effects are beneficial to your party. If you have them, good; if not, you may want to think about it. By contrast, negative status effects can change the tide of battle against

your party, making things a bit more difficult. You can remove status effects in several different ways. You can use items, magick, or simply wait until the spell wears off.

- Vitality increases the length of time that positive status effects stay active, while reducing the time that negative status effects are in effect.
- Save Crystals remove negative status effects, but positive status effects
- Unlocking Spellbound on the license board increases the amount of time that positive status effects last, but it has no effect on negative status effects.

Length of Status Effects

The amount of time that status effects stay active on your characters depends upon the effect itself (see the list in this section). Some effects do not go away naturally with time, but most of them do.

- A higher vitality reduces the amount of time that negative status effects last.
- A higher vitality increases the amount of time that positive status effects last.
- When Stop is cast on your characters, their other status effect timers will not decrease until the Stop wears off or is taken away.
- The status effect time is not effected by modifying the battle speed, or having Slow or Haste inflicted.

Conflicting Status Effects



You can remove several status effects by casting an equal but opposite spell on a character. Unfortunately, this doesn't work for everything. See the list to the left for all the details. This list shows pairs of status effects that will not be effective when one has already been cast on the character.



The following status effect pairs will overwrite their counterpart when inflicted on an ally or enemy.

Preventing Status Effects with Equipment

Certain equipment can prevent your characters from succumbing to negative status effects, and some will cause your characters to always be inflicted with positive status effects. Examine the equipment section (see page 262) to see the special statuses that equipment and accessories can carry.

Mist Charges **W**

Mist Charges are divisions of Mist Points that you can spend to summon an Esper or use a Quickening, Each character can obtain up to three Mist Charges. The first charge is obtained when the

character unlocks his or her first Quickening or Summoning spot on the license board. The second and third charges are obtained when the character unlocks his or her second and third Quickenings on the license board respectively.



Even if you aren't planning on summoning Espers or using Quickenings, it's still a good idea to unlock the Mist Charges as soon as possible. The first Mist Charge simply turns your max MP into a charge, but the second one adds another charge that can hold the same number of MP as your current max, effectively doubling that character's total MP! The third Mist Charge earned adds another charge to your MP Max that is equal in size to the others.

Mist Charge usage is easy to understand. Each Mist Charge requires a percentage of your character's MP to be available before it can be used. If your character has enough MP to fill a Mist Charge, it appears as a yellow bar in the character status section in the right-hand corner. If your character doesn't have enough MP, this bar will be a blue bar instead of a yellow one. If you then restore enough MP to fill a Mist Charge, a subtle chime rings that signals you can use the charge again.

Battle Chain *W*

The basic gist of battle chains is that each time you defeat an enemy that is the same type (classification) as the previously defeated enemy, your battle chain number will increase by one. As you continue to defeat the same type of enemy, the chain continues to



grow until eventually the chain level increases. This raises the chance that the fallen enemy will drop valuable items in greater numbers. As the Chain Level increases through each of the four ranks, so too do the rewards.

Easy Money? Sign Me Up!

Unfortunately, fighting the same enemy over and over again can be problematic. There are lots of different enemies in Dalmasca, and the variety of enemies in each area tends to be pretty high. There are three ways to break a Battle Chain:

- 1. Defeat a monster of a different type.
- Enter a town.
- 3. Touch a Save Crystal.

An enemy that has a different name doesn't necessarily mean that it is a different type (classification). If you fight several Wolves and then a few Hyenas, your chain won't break because both are classified as Wolves. If, however, you defeat a Cactuar, the chain will return to zero.

Item Drop Rarity List					
Chain Level	Common Drops	Semi-Rare Drops	Rare Drops	Super Rare Drops	
0	40%	25%	3%	1%	
1	45%	30%	6%	2%	
2	50%	35%	8%	3%	
3	55%	40%	12%	5%	

Intangible Rewards for Chaining

Item rewards are great, but they're not the only rewards for making chains. The items gathered may also restore HP or MP or even cast magick on your characters. Refer to the following chart for all the details:

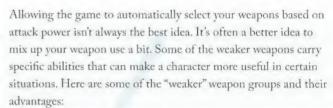
Chain Level	Bonus	10% HP Restore	10% MP Restore	Protect	Shell
0	0%	0%	0%	0%	0%
1	20%	10%	10%	0%	0%
2	50%	20%	20%	5% (Leader)	5% (Leader)
3	60%	25%	25%	5% (All)	5% (All)

Focus on Useful Accessories

Some accessories offer less useful enhancements. The following accessories are the real deal and offer your characters attractive bonuses that are well worth the cost and effort it takes to acquire them.

Accessory	Effect				
Sage's Ring	Half magick cost				
Diamond Armlet	Better treasure				
Thief's Cuffs	Stealing becomes easier and better loot				
Genji Gloves Improves chance of scoring multiple hits					
Nihopalaoa	Reverses effect of potions and status curing items, such that potions cause damage and Antidotes become Poison Potions, etc.				
Embroidered Tippet	Double wearer's received EXP				
Jade Collar	Improves chance of avoiding attacks				
Indigo Pendant	Improves chance for magick to hit				
Golden Amulet	Doubles wearer's received LP (excellent for reserve party members)				
Bubble Belt	Doubles the wearer's HP				
Hermes Sandals	Endows the wearer with the "Haste" status effect				
Cat-Ear Hood	Huge Speed and Vitality increase				

Battle Advice: Mix Up Your Weapon Types



- Bow & Crossbow: These weapons are primarily for use against flying creatures, but also allow the wielder to keep their distance from ground enemies. The ammunition used also allows for a variety of elemental or status attacks.
- Gun & Measure: Guns and Measures completely ignore an enemy's defense, making them a great choice against heavily armored enemies.
- Axe, Hammer & Hand-Bomb: These weapons can cause a lot of damage at once, but sometimes hit for very little damage.
- Rod & Staff: These magick-user weapons add magick power and MP to their wielders.

Focus on Useful Magick

There are a few spells that are a lot more useful than you may initially think. One of these spell combinations involves casting Reflectga on all of your characters, then attacking them with attack magick.

Another very useful spell is Reverse. When it is cast on your own characters, it converts any damage that the player receives into HP.

- White Magick: White Magick can heal your characters and remove nearly any status allments. Make this a top priority for all characters.
- Various Attack Magick: Attack Magick enables you to target a monster's specific weakness. Pure melee characters can ignore these until they have extra LP to spend.
- Haste & Hastega: The Haste spells put the status effect Haste on your characters.
- Reflect & Reflectga: The Reflect spells put the status effect Reflect on your characters.
- Protect & Protectga: The Protect spells put the status effect Protect on your characters. Make sure at least one party member has access to these spells once they become available.
- Shell & Shellga: The Shell spells put the status effect Shell on your characters. These aren't as critical as Protect, but come in very handy when facing bosses that use powerful magick.
- Reverse: Any damage received is turned into HP, while any cure spells turn into attack damage. This is essential when lacing some of the toughest bosses in the game.
- Decoy: Decoy draws the attention of the enemy to a specific character. Put this on the primary fighter in the party to keep the support characters safe.

More Magicks -

- Bubble: Bubble doubles your maximum HP for its duration. Use it from the moment it becomes available.
- Syphon: This lets you absorb MP from the target. Some enemies are immune to the effect, especially bosses, but it's far more effective than the Charge technick.

Focus on Useful Technicks

Technicks are nice because they don't require MP to cast. Some are far more useful than others, though. The following technicks are very useful and many become life-saving tools during the course of the game.

- Steal: Steal enables you to take items from enemies. This is a great way to increase cash flow and it is essential to obtaining rare loot that unlocks some of the game's best weapons and armor.
- Libra: Libra enables you to spot traps and view an enemy's stats. Keep it on a gambit at all times.
- Charge: Charge enables you to instantly regain MP. If you miss an attempted charge, your MP will reduce to 0, so be careful!
- 1,000 Needles: Deals 1,000 damage to one foe. This can prove useful for a character who uses magick as a primary attack method or a weak weapon that boosts their magick power, but the enemy is temporarily immune to magick damage.
- Expose: Lowers an enemy's defense. You can use this over and over again during a battle to deplete the enemy's defense.

Respawning Treasure Chests

There are three respawning treasure chests inside Barheim Passage Special Op Sector 5 that each contain approximately 3000 gil. To maximize profits, take these three treasure chests, make your way to either the Zeviah Subterrane or the North-South Junction to reset the chests, then return to the Special Op Sector 5 to take them again.

Steal from the King Bomb

King Bomb's Stolen Loot				
Steal Rate	Item	Sell		
Common	Bomb Shell	896 gil		
Average	Fire Crystal	160 gil		
Rare	Bomb Fragment	1911 gil		

The King Bomb battle is one of the rare boss battles during which you can enter and leave as many

times as you like. You can then save your game at the Save Crystal just outside of the boss room. You can use this to your advantage in several different ways. First, without touching the Save Crystal between each trip into the room, it's possible to build up a mean battle chain from the endless supply of bombs that King Bomb drops. Second, and perhaps more importantly, you can steal from the King Bomb each time you face him. You can quickly collect up to 99 items that can be sold for a reasonably large chunk of cash.

Reflecting Attacks to Increase Damage

With the right setup, it's possible to hit an enemy multiple times with a single spell. To do this, create a situation where all of your battle members have the status enhancement Reflect cast on them. After doing so, access the magic menu, target each member of your own party, and unleash the elemental attack. The spell will bounce off your party and every individual hit will reflect onto the single opponent, thus magnifying the strength of the attack by three. If you have a guest member and another member in your party, it's possible to increase the number of hits to 5!

Since magic can only be reflected once, it's possible to hit enemies that currently have Reflect cast on them with this as well. Several spells work well with this technique, including Firaga, Blizzaga, Thundaga, and Scathe, which has the power to inflict nearly as much damage as your strongest Quickening combo.

"Last Selection" Cursor Position Damage

In the options screen, there's an option to remember the last-selected action and automatically return your cursor to it when you access the action menu. This option is crucial if you're going to play in Active mode and can be very useful in Wait mode. Regardless of your selected mode, you'll often find yourself needing to perform the same battle action multiple times. "Last Selection" removes the tedium of having to wander through the menu over and over again.

Using Esper License Grid Slots to Gain Mist Charges

If you don't have all three Mist Charges on any of your characters by the time you unlock the Famfrit, Chaos, Ultima, or Zodiark Espers, you can flip over one of these panels to instantly gain access to all three Mist Charges. These Espers require three Mist Charges to cast, so the game will unlock any missing charges when you gain access to the Espers.

"Fishing" for Enemies

When you find a group of difficult enemies that are grouped together and you don't want to fight them all at once, it's possible to lure enemies out one at a time and take them on individually. To do this, make sure your party leader is a ranged character. Approach the enemy from far away and manually select "Attack," targeting the nearest opponent. You'll be too far away to hit the enemy, so slowly creep up to the group until you're within distance to attack and your character will automatically use their attack, drawing its attention to your party. Now that the opponent is aware, hold down the R2 button to run away. The enemy will follow, leaving the rest of his cronies behind to pace back and forth.

Espers

Espers are powerful creatures that characters can summon to aid the party in battle. They take the place of two party members and remain in the battlefield for one minute and thirty seconds or until the summoner or the Esper is defeated. Each Esper has a different set of skills that makes it more useful in some situations than others.

Unlocking the Espers

All of the Espers are locked at the beginning of the game, and they won't become available until the party tracks them down

and defeats them. Some of the Espers appear during the normal flow of the game's storyline, but others are more difficult to track down and require a bit of extra adventuring.



Defeated Espers appear on the license board as a panel. A character must then purchase the Esper with LP. These are one-time only panels, so only *one character* can unlock each Esper. There's no limit to the number of Espers one character can command, but it's best to spread them out amongst the party members.

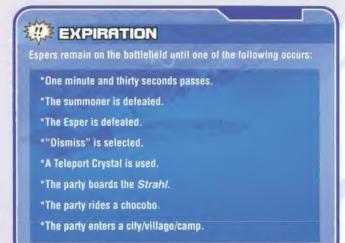
Summoning an Esper

It takes between one to three Mist Charges to summon an Esper. The Esper's cost is a good measure of the creature's power. A single-Mist-Charge beast like Belias doesn't compare to a three-Mist-Charge behemoth like Ultima.

A character can summon an Esper at any time as long as the necessary Mist Charges are available. Also note that Silence has no effect on your ability to summon Espers.

To initiate a summon, select the Mist option from the battle menu and then choose Summon to make a list of available Espers appear. You can summon those names that appear in white, while those names that appear in gray are temporarily unavailable due to cost or a status effect.





Restrictions & Notes



Espers respond pretty much like any other guest character, in that the player has no control over the Esper's actions. Each Esper has its own gambits that it follows, which are listed in the following sections.

The summoner's level determines an Esper's level and stats. The effect only determines the Esper's level, not its HP and MP, and these values vary from one Esper to another.

While an Esper is active, the player can't change leaders. The summoner treats the Esper like another party member, so he or she may automatically begin casting things like Haste, Bubble, and Protect if your gambits are set up to do so.

Espers are so powerful that they're immune to many things. For example, most negative status effects won't harm an Esper. There are even some that come equipped with positive effects like Faith and Bravery that cannot be dispelled.

Beware of statuses on an Esper when it is summoned. Some Espers appear in battle with Reflect already cast upon it, which makes it difficult to heal. An Opal Ring really helps out in this situation, since it enables the summoner to cast through the Reflect spell.

Generally, the summoner should focus on healing while an Esper is active. Boost the Esper's power with Haste and Bubble if needed, but keep a Cure ready at all times. Also, try to keep the Esper alive long enough to use its finishing attack.

Belias, the Gigas

► Location:

Libra





6 100 Half Half

Half

(Weak Hall

Half Half

LP Cost 10 Mist Charge 1 Attack Pwr. Defense

01 20

Mag. Resist

Scion of darkness and guardian of the Holy Realm, made by the gods in opposition to the Transcendent Loghrit, scion of light. Called the Gigas for his appearance: man and monster fused as one. Considered a mistake upon his making, and receiving not his intended role, the Gigas challenged the gods and lost. Scorned by his masters, he found another: the Dynast-King, whose lomb he swore to protect for eternity.

Belias is discovered within the normal storyline. The first Esper discovered in the game, he's weaker than most. He's still very useful when tacing enemies with a weakness to fire magick and comes in handy when challenging the first few hunt marks.







Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
1	890~891	23-25	45	46	26	26
10	1025-1336	50-70	50	51	28	28
20	1270~1336	90~140	56	57	30	30
30	1585~1708	131~212	62	63	33	33
40	1883-2060	181-302	68	69	35	35
50	2359-2625	224-378	74	75	37	37
60	2779-3123	264-448	80	81	40	40
70	3017-3403	294-498	86	87	42	42
80	3292-3727	324-548	91	92	44	44
90	3667-4171	344-578	97	98	47	47
99	4090-4673	353-587	99	99	49	49

Gambit					
	Description	Marine			
1	Summon Time Remaining < 10 Seconds	Hellfire			
2	If HP < 30%	Hellfire			
3	If the enemy can absorb Fire	Attack			
4	If the enemy is weak against Fire	Painflare			
5	If an enemy is spotted	Paintlare			

MPHONIS					
Name	Pange	Scope	Typio	Element	Attack Foundation
Attack	3	N/A	Physical	None	61
Painflare	12	N/A	Magick	Fire	60
Hellfire	12	Diameter 8	Magick	Fire	100
-					



-		
Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Frostwave
2	II HP < 30%	Frostwave
3	If Summoner's HP < 50%	Cura
4	If the enemy can absorb ice	Attack
5	If the enemy is weak against Fire	Flash-Freeze
6	It an enemy is snotted	Frach-Franza

notions					
Name	Range	Scope	Туре	Element	Attack Foundation
Attack	3	N/A	Physical	None	65
Cura	10	Diameter 10	Magick	None	45
Flash-Freeze	12	N/A	Magick	Ice	66
Frostwave	12	Diameter 8	Magick	Ice	110
TIGOTHATO	1.0	Significan D	1974gran	100	110











Scion that is both horse and woman, wielding utter control over the souls that wander the underworld, in apposition to the Martyr Igeyorhm, scion of light. Though she once served the gods as a quardian, when Ultima announced her rebellion, Shemhazai went to her, whispering of the gods' hidden weaknesses. She then descended upon the land without leave of the gods, and taught men of destruction and evil. For this was she stricken down and bound.

Shemhazai joins the party as part of the game's normal storyline. She also wields an all-or-nothing attack, which some tougher enemies and bosses can resist. It's best to save her for lesser enemies and rely on other Espers during difficult battles.



	Lvi	Max HP	Max MP		Mag. Pwr.	Vit.	Spd.
	1	2430~2431	23~25	51	46	26	26
Z,	10	2565-2588	50-70	56	51	28	28
	20	2810-2876	90~140	62	57	30	30
۹	30	3125-3248	131-212	68	63	33	33
٦	40	3423~3600	181-302	74	69	35	35
	50	3899-4165	224-378	80	75	37	37
٦	60	4319-4663	264-448	86	81	40	40
N	70	4557~4943	294-498	92	87	42	42
Ц	80	4832-5267	324-548	97	92	44	44
	90	5207-5711	344-578	99	98	47	47
	99	5630-6213	353~587	99	99	49	49

Gambit		
Number	Description.	
1	Summon Time Remaining < 10 Seconds	Soul Purge
2	If HP < 30%	Soul Purge
3	If an enemy is spotted	Devour Soul

Actions					
Name	Range	Scope	Туре	Element	Attack Foundation
Devour Soul	10	N/A	Magick	None	N/A
Soul Purge	12	Diameter 8	Magick	None	N/A



If the enemy is weak against Earth

If an enemy is spotted

Roxxor

Roxxor

12

Diameter 8

Magick

Earth

150

Gaia's Wrath

Famfrit, the Darkening Cloud

► Location:

be Pharos - Third Ascent (story-related)





Absorb

Immune

LP Cost

The hideous, darkly clouded form of Famfrit, scien in opposition to Holy Queen Emmeroloith, scien of light, was anotherna even to his creators. Thus, after a great battle, was he broken and sealed within armor laced with wards. The confines of his armor are void of light, so he is called the Darkening Cloud. Men fear the rain that falls from the black clouds that ooze from the giant ewer as a heraid of chaos and waste.

Famfrit is encountered during the game's main storyline, although it occurs later in the game. It offers powerful Water attacks that supplement the rather weak Water magick available to the party. Use Famfrit against enemies with weaknesses to Water.

Protect

Shell

Libra

Espers & Quickening

mist coarge	0
Attack Pwr.	1435
Defense	€ 3
Mag. Resist	37
1//	深
(1/1/2	I L
WHIE	AW.
-	MAN A

00

Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
1	3860-3861	23-25	54	53	26	26
10	3995~4018	50-70	59	58	28	28
20	4240-4306	90-140	65	64	30	30
30	4555-4678	131-212	71	70	33	33
40	4853-5030	181-302	77	76	35	35
50	5329-5595	224-378	83	82	37	37
60	5749~6093	264-448	89	88	40	40
70	5987-6373	294-498	95	94	42	42
80	6262-6697	324-548	99	99	44	44
90	6637-7141	344-578	99	99	47	47
99	7060-7643	353-587	99	99	49	49

Gambit				
Number	Description	100		
T	Summon Time Remaining < 10 Seconds	Tsunami		
2	If HP < 30%	Tsunami		
3	If the enemy can absorb Water	Attack		
4	If the enemy is weak against Water	Briny Cannonade		
5	If an enemy is spotted	Brmy Cannonade		

Actions					
Name	Range	Scope		Element	Altack Foundation
Attack	2	N/A	Physical	None	145
Briny Cannonade	12	N/A	Magick	Water	140
Tsunami	12	Diameter 8	Magick	Water	200

Adrammelech, the Wroth

Location: Zertiman Caverns (side quest, "Paying for the Past")

Faith

Libra



b

Weak tmmune Immune Immune

Immune

LP Cost 25 1 Mist Charge Attack Pwr. 03 20 Defense

25

Mag. Resist

Emperor among the scions, able to reduce to nothing aught he strikes with a single vengeful blow of his fist, created in opposition to Deudalephon the Benevolent, scion of light. Though he was made by the gods to quelf the fiends that raged in the Otherworld, his immense strength and fearsome visage drew the fiends to his side, and turned him against his creators. Adrammelech rose to prominence in the Otherworld, whence he led a fiendish horde against the gods, but in the end, he was defeated.

> Adrammetech is found in the Athroza Quicksands section of Zertinan Caverns. He's commonly encountered on the "Paying for the Past" hunt (see page 228 of this guide), which requires the party to search the Zertinan Caverns for the Catoblepas.

> > This Esper packs a powerful lightning punch that works great against many enemies. This Esper doesn't have much HP, which makes it difficult for it to hang around long enough to use its final attack. Keep it healthy and use Bubble to double its HP right away.



ı	Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
ı	1	1110-1111	23~25	48	46	32	26
l	10	1245-1268	50-70	53	51	34	28
١	20	1490-1556	90-140	59	.57	36	30
۱	30	1805-1928	131-212	65	63	39	33
	40	2103-2280	181-302	71	69	41	35
	50	2579~2845	224-378	77	75	43	37
	60	2999-3343	264-448	83	81	46	40
	70	3237~3623	294-498	89	87	48	42
	80	3512-3947	324-548	.94	92	50	44
	90	3887-4391	344-578	99	98	53	47
	99	4310~4893	353~587	99	99	55	49

Gambit		
Number	Description	
1	Summon Time Remaining < 10 Seconds	Judgment Bolt
2	II HP < 30%	Judgment Bolt
3	II Summoner's HP < 50%	Curaga
4	If the enemy can absorb Thunder	Bio
5	Il more than one enemy present	Thundara
6	If the enemy is weak against Thunder	Flash Arc
7	If an enemy is spotted	Flash Arc

Actions					
Name	Range	Scope	Туре	Element	Attack Foundation
Curaga	10	N/A	Magick	None	85
Thundara	10	Diameter 6	Magick	Thunder	70
Bio	10	Diameter 6	Magick	None	88
Flash Arc	12	N/A	Magick	Thunder	72
Judgment Bott	12	Diameter 8	Magick	Thunder	120

Cúdhulainn, the Impure

Location:

Garamsythe Waterway (side qüest, "Lost in the Pudding" hunt and "Staiceway Search")









0	0
Rall	Half

P Cost	50
Nist Charge	2
ttack Pwr.	83
	Œ

Mag. Resist 31

Scion created to rid the world of its impurities by swallowing them within himself, in opposition to Nabriales the Majestic, scion of light. The world, however, was more filled with impurity and corruption than even the gods dared imagine, and having swallowed it all, the once beautiful Cúchulainn was transformed into a hideous thing, a deity of filth, and so did he turn against his creators. Wherever his feet should fall, there all life withers to dust.

To find this Esper, the party must complete the "Lost in the Pudding" hunt (see page 225 in this guide) to get the Stuice Gate Key. Next, complete the "Waterway Haunting" side quest (see page 224 in this guide) to adjust the water levels and open a path to the boss.

Cúchulainn is an easy Esper to use. He has plenty of HP at his disposal and often heals with Curaja, which enables his summoner to focus more on combat and less on keeping the Esper alive. When paired with a powerful melee character, they can devastate any lesser enemies that crawl around nearly any location.



Reflect

Protect

Shell

Brave

Libra

Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
1	2320~2321	23-25	51	46	26	26
10	2455-2478	50-70	56	51	28	28
20	2700-2766	90~140	62	57	30	30
30	3015-3138	131-212	68	63	33	33
40	3313-3490	181-302	74	69	35	35
50	3789~4055	224-378	80	75	37	37
60	4209-4553	264-448	86	81	40	40
70	4447-4833	294-498	92	87	42	42
80	4722-5157	324-548	97	92	44	44
90	5097-5601	344-578	99	98	47	47
99	5520~6103	353-587	99	99	49	49

Gambit	Gambit					
Number	Description					
1	Summon Time Remaining < 10 Seconds	Blight				
2	Undead	Attack				
3	If enemy's HP < 100%	Malaise				
4	If an enemy is spotted	Attack				
5	If own HP < 100%	Curaja				

Actions						
Name	Range	Scope	Туре	Element	Attack Foundation	
Attack	2	N/A	Physical	None	83	
Curaja	10	Diameter 10	Magick	None	145	
Malaise	12	N/A	Magick	None	90	
Blight	12	Diameter 8	Magick	None	150	

Chaos, Walker of the Wheel

► Location: Necrobol of Nabudis (side quest, "Waterway Haunting," "Lost in the Pudding" and "Broken Artifact")







0	5
Immune	Absorb



LP Cost	50
Mist Charge	8
	4

Attack Pwr. 155
Defense 56

Mag. Resist 87

Tutelary deity of the sacred crystals fashioned by the gods at the time of the Great Making. Created in opposition to Mitron the Chastiser, scion of light. Upon entering the world of Man, he was enveloped in the turmoil rampant there. Lost, he died and was reborn countless times, a walker of life's wheel, eventually to rage against the gods that had so fated him. By sitting in meditation upon the Uneh Pedestal does he clear heart and mind until all that has order and reason and thought is made as nothing.

Chaos is located deep within the Necrohol of Nabudis. To reach him, the party must complete the "Waterway Haunting" (see page 224 in this guide) and "Lost in the Pudding" (see page 226 in this guide) hunts. After doing so, you must complete the "Nabreus's Medal" side quest (see page 241 in this guide) that eventually leads into the Necrohol of Nabudis. Defeat the optional bosses, Fury and Humbaba Mistant, to unlock the path to Chaos.

This Esper adjusts well to any situation, It bases its attacks on the enemy's weakness, so it always hits the opponent hard where it hurts the most. Chaos enters battle with Reflect on, which makes it difficult to heal him when the need arises. Equip an Opal Ring before summoning him to prevent this from being an issue.



Reflect

Haste Faith

Libra

			The second			- 4
Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
t	4135-4136	23-25	54	53	26	26
10	4270-4293	50~70	59	58	28	28
20	4515-4581	90-140	65	64	30	30
30	4830-4953	131-212	71	70	33	33
40	5128-5305	181~302	77	76	35	35
50	5604-5870	224-378	83	82	37	37
60	6024-6368	264-448	89	88	40	40
70	6262~6648	294-498	95	94	42	42
80	6537-6972	324-548	99	99	44	44
90	6912-7416	344-578	99	99	47	47
99	7335~7918	353-587	99	99	49	49

Gambit		
Number	Description	
1	Summon Time Remaining < 10 Seconds	Tornado
2	If HP < 30%	Tornado
3	If the enemy is weak against Light	Holy
4	If the enemy is weak against Dark	Darkga
5	If the enemy is weak against Fire	Firaga
6	If the enemy is weak against Thunder	Thundaga
7	If the enemy is weak against Ice	Blizzaga
8	If the enemy can absorb Wind	Scourge
9	If the enemy is weak against Wind	Aeroga
10	If enemy's HP are high	Whirlwind

		76316			
Actions					
Name	Range	Scope	Туре	Element	Attack Foundation
Holy	10	N/A	Magick	Light	157
Whirlward	10	Diameter 6	Magick	Wind	103
Firaga	10	Diameter 6	Magick	Fire	124
Thundaga	10	Diameter 6	Magick	Thunder	124
Blizzaga	10	Diameter 6	Magick	Ice	124
Scourge	10	Diameter 6	Magick	None	142
Darkga	10	Diameter 6	Magick	Dark	130
Whirlwind	12	N/A	Magick	Wind	_
Tornado	12	Diameter 8	Magick	Wind	_

Zalera, the Death Seraph

Location:

Terminus No. 7/Barheim Passage (side quests, "Dalmasca's Desert Bloom," "Pursuit of a Cure" and "Missing Ferryman")













LP Cost 25
Mist Charge 1
Attack Pwr. 62
Defense 39
Mag. Resist 25

Heretic scion who wrapped the world in dark energies, seeking to take the souls of all living things unto himself. Created in opposition to Emet-Selch, Angel of Truth, and scion of light. Originally tasked with the judging of men upon their deaths, his soul was tainted by the curses of those who raged against the heavens, and seizing one of the gods' servants, a shamaness, as a hostage, he rebelled against his creators. Even now, in defeat, he clutches the shamaness to him in his right arm, and with the aid of her death-wail does he summon the soul of darkness to do his bidding.

Zalera appears at the end of a long series of events that lead to the Barheim Passage. It begins with the "Dalmasca's Desert Bloom" hunt (see page 224 in this guide) that prefaces the "Pursuit of a Cure" (see page 231 in this guide) and "Cactaur Family" (see page 239 in this guide) side quests. Complete them all, then dive deep into Barheim Passage to face the Esper and its minions.

Cal.

ATUS EFFECTS

This Esper is a little different from the others. Its attacks are typically all or nothing, since Kill is an instant death attack. Zalera's attack changes to a devastating magick strike that is less "hit-or-miss" when his HP is less than 80%. Zalera automatically heals himself between battles with Holy, so there's no way to intentionally keep Zalera's

HP low to torce it to use Shock instead of Kill. Zalera's final attack is triggered by any enemy with critical HP. This may result in a very quick appearance if an enemy with critical HP is already present when the

Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.	
1	1220-1221	23-25	50	46	34	26	
10	1355-1378	50-70	55	51	36	28	
20	1600-1666	90-140	61	57	38	30	
30	1915~2038	131~212	67	63	41	33	
40	2213~2390	181~302	73	69	43	35	
50	2689-2955	224-378	79	75	45	37	
60	3109~3453	264~448	85	81	48	40	
70	3347-3733	294-498	91	87	50	42	
80	3622-4057	324~548	96	92	52	44	
90	3997-4501	344~578	99	98	55	47	
99	4420~5003	353-587	99	99	57	49	

Gambit			
Number	Description		
1	If opponent's HP < 30%	Condemnation	
2	If HP > 80%	Kill	
3	If an enemy is spotted	Shack	
4	If own HP < 100%	Haly*	

Actions							
Name	Range	Scope	Туре	Element	Attack Foundation		
Holy	10	N/A	Magick	Light	157		
Shock	10	N/A	Magick	None	133		
Kill	12	N/A	Magick	None	N/A		
Condemnation	12	Diameter 8	Magick	None	N/A		

Esper is summoned.

^{*}Holy used to hear



Location: Mt Hor-Cant

Strongths &

Hall Half

6 Half Hall

Half Hall

. Half Half

50 LP Gost 2

1003

53 05 Honoring and cond Star Pas hatred to therein to came to demnati gods the Condem

Condemner from the MI Bur-Omisace region after the area is attacked. The stone is subsequently used in the Stilshrine of Miriam to reach the boss.

Zeromus uses Gravity magick to attack its enemies, which can be devastating or completely ineffective. Ensure that all targets are affected by Gravity before bringing Zeromus into a battle.

g the law more than any other, a scion of holy order	THE RESERVE OF THE PARTY OF THE
demner of criminals. Created in opposition to Knight-	
shtarot, scion of light. He turns his deep, abiding	
or those who break the law into living darkness,	CONTRACTOR OF THE PARTY OF THE
to plunge the guilty in fell judgment. Over time, he	
care less for upholding the law and more for con-	
ion, and so tainted by hate, he sought to condemn the	
emselves to death. Thus did he earn the title of "The	
nner," and thus did he fall from grace.	
Zeromus, the party must collect the Stone of the	

Lyl	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
1	2710-2711	23-25	53	46	26	26
10	2845~2868	50-70	58	51	28	28
20	3090~3156	90-140	64	57	30	30
30	3405-3528	131-212	70	63	33	33
40	3703~3880	181-302	76	69	35	35
50	4179-4445	224-378	82	75	37	37
60	4599-4943	264-448	88	81	40	40
70	4837-5223	294-498	94	87	42	42
80	5112-5547	324-548	99	92	44	44
90	5487~5991	344-578	99	98	47	47
99	5910-6493	353-587	99	99	49	49

Gambit		
Number	Description	
1	Summon Time Remaining < 10 Seconds	Big Bang
2	If an enemy is spotted	Gravity Well

Actions							
Nams	Range	Scope	Туре	Element	Allack Foundation		
Gravity Well	12	N/A	Magick	None	-		
Big Bang	12	Diameter 8	Magick	None	-		

Mosphoran Highwaste (side quest; solve Hospweed puzzle in Mascharan Highwaste

Faith

Libra











LP Cost	50
Mist Charge	2
Attack Pwr.	OZ
Defense	E

Mag. Resist 35

Most ancient of the scions, created in opposition to Halmarut, the Arbiter, and scion of light. Tasked with keeping watch over the world, with the authority to judge the value of all things. As he watched, unseen, unknown, his attachment to the world dwindled and faded until it was as nothing. Fitting that he would desire to make the world, too, as nothing. Yet he fell in the war against the gods, and was thwarted, imprisoned in punishment for his heresy.

You can find Exodus in the Mosphoran Highwaste once the waters begin to flow at the Babbling Vale. Solve the floatweed puzzle to reach the peak where Exodus awaits.

This Esper's final attack is difficult to use. If only occurs at the end of Exodus's summon time, but only if the Esper has been immobilized. This means keeping a close eye on his HP and the time remaining, Cast Immobilize on him at the last second when enemies are near to trigger the meteor attack. It can be devastating, but requires careful timing.

Espers & uickenings

Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
1	2820~2821	23-25	53	46	26	26
10	2955-2978	50-70	58	51	28	28
20	3200-3266	90-140	64	57	30	30
30	3515-3638	131~212	70	63	33	33
40	3813-3990	181~302	76	69	35	35
50	4289-4555	224-378	82	75	37	37
60	4709-5053	264-448	88	81	40	40
70	4947-5333	294-498	94	87	42	42
80	5222~5657	324~548	99	92	44	44
90	5597-6101	344-578	99	98	47	47
gg	6020_6603	353, 587	gg	90	49	49

Gambit		
Number	Description	
1	Summon Time Remaining < 10 Seconds and Exodus Immobilized	Meteor
2	If an enemy is spotted	Cornet

Actions							
Hame	Range	Scope	Турв	Element	Attack Foundation		
Comet	12	N/A	Magick	None	_		
Meteor	12	Diameter 8	Magick	None			

Ultima, the High Seraph

▶ Location: Giruvegan (side quest; hidden in Giruvegan's Great Crystal)

Strengths & Weaknesses





Weak



Absorb

Masterpiece among the scions created by the gods, and mastermind of the plot to rise against them. Prior to her betrayal, she was tasked with guiding souls to heaven and aiding in their reincarnation. Called the High Seraph for her angelic wings of glimmering gold, yet it was on wings of deepest black that the tainted angel Ultima rose against the gods. Since her fall, her heart is without light, and impossible to know.

Ultima is hidden deep within the heart of Giruvegan's Great Crystal. Carefully navigate the Way Stones to reach her lair after clearing the city of Giruvegan.

She's very powerful, but has perhaps the single most difficult final attack to trigger, it requires that both she and the summoner have critical HP levels. This is almost impossible to trigger on command, but a blast of Graviga can often help force things. Ultima also enters the battle with Reflect

on, so equip an Opal Ring so that the party can heal her.

Reflect

Protect

Shell

Haste

Libra

						100
Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
1	4410~4411	23-25	60	46	26	26
10	4545-4568	50-70	66	52	28	28
20	4790-4856	90~140	72	58	30	30
30	5105-5228	131-212	78	64	33	33
40	5403-5580	181-302	84	70	35	35
50	5879-6145	224-378	90	76	37	37
60	6299-6643	264~448	96	82	40	40
70	6537-6923	294-498	99	88	42	42
80	6812-7247	324-548	99	94	44	44
90	7187-7691	344-578	99	99	47	47
99	7610-8193	353~587	99	99	49	49

Gambit	THE PARTY	
Number	Description	
1	Summoner's and Esper's HP < 30%	Eschaton
2	If the enemy can absorb Light	Flare
3	If the enemy is weak against Light	Redemption
4	If an enemy is spotted	Redemption

Actions						
Hange	Scope	Type	Element	Attack Foundation		
10	N/A	Magick	None	163		
12	N/A	Magick	Light	180		
12	Diameter 8	Magick	Light	250		
	10	10 N/A 12 N/A	10 N/A Magick 12 N/A Magick	10 N/A Magick None 12 N/A Magick Light		

Zodiank, Keeper of Precepts

▶ Location:

Reads Milles (sold great) must acquire at least 10 wher Espers













Strongest of the scions created by the gods, they feared his growth, and so kept him a child. So indomitable is his strength that all things are by him twisted and pressed into oblivion. He alone fashions the laws governing all things, and administers punishment in place of the gods. So is he Keeper of Precepts, and his authority is absolute.

Talk to Geomancer Yugelu in Jahara atter the party acquires at least 10 Espers. Yugelu then unlocks the path within the Henne Mines that leads to Zodiark. This is a very difficult road, so be ready for level 65 enemies and some of the nastiest battles yet!

Zodiark is an extremely powerful ally. Its powerful Scathe attacks can wipe out entire enemy clusters in seconds. Zodiark's final attack, Final Eclipse, requires that the summoner be under the stone effect. This is achieved by casting Break on the summoner either before or after Zodiark is summoned. Casting it on the summoner prior to summoning the Esper ensures that Zodiark immediately launches the Final Eclipse upon entering battle. This is especially effective when

facing bosses. By the way, Final Eclipse causes approximately 50,000 HP of damage with each use!

LP Cost 200 Mist Charge 3

Attack Pwr. 201
Defense 61

Mag. Resist 40

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		ı	L	D	

Lvi	Max HP	Max MP	Str.	Mag. Pwr.	Vit.	Spd.
1	3090~3091	23-25	60	45	26	26
10	3225-3248	50-70	66	51	28	28
20	3470~3536	90-140	72	57	30	30
30	3785~3908	131~212	78	63	33	33
40	4083~4260	181~302	-84	69	35	35
50	4559~4825	224-378	90	75	37	37
60	4979~5323	264-448	96	81	40	40
70	5217~5603	294-498	.99	87	42	42
80	5492~5927	324-548	99	93	44	44
90	5867~6371	344~578	99	99	47	-47
99	6290~6873	353-587	99	99	49	49

Gambit	THE RESERVE		I
1	If Summoner under Break Effect (Stone)	Final Eclipse	
2	It more than one enemy present	Scathe	
3	If the enemy can absorb Dark	Flare	
4	If the enemy is weak against Dark	Banish Ray	
5	If an enemy is spotted	Banish Ray	

To Live to	-	AL 2 AN			
Actions	_		_	_	
	Plants		Type		
Flare	10	N/A	Magick	None	163
Scathe	10	Diameter 6	Magick	None	190
Banish Ray	12	N/A	Magick	Dark	240
Final Eclipse	12	Diameter 8	Magick	None	_
	1000	BE 17			100

Protect
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Quickenings are powerful combos that consume the Mist Charges of one to three party members. The power of the attack is based upon the combination of attacks executed to release a

devastating finishing attack or "Concurrence." This unique system is much like a slot machine and a little difficult to understand at first, so it's better to break it down and explain just how to get the most out of Quickenings.



Unlocking Quickenings

Characters begin the game without Quickenings. To obtain them, you must unlock the special Quickening panels on the license board. These panels are one-time only panels, which means once a character unlocks a quickening panel, that particular panel is removed from the other members' license boards. Each character can only unlock three panels total. It doesn't matter which panels are unlocked, as Quickenings are based on the character and the number of Quickening panels unlocked rather than the chosen panel itself.

Unlocking one panel earns a character a level 1 Quickening. Unlocking two panels produces the character's level 2 Quickening and a second Mist Charge (it also doubles the character's maximum MP). Unlocking three panels releases the character's level 3 Quickening and adds a third Mist Charge (effectively tripling the character's maximum MP).

Mist Charges

Quickenings consume Mist Charges based upon the level of the Quickening used. Level 1 consumes one Mist Charge; level 2 uses two Mist Charges; and level 3 devours three Mist Charges. Thus, a character with two Mist Charges can use a level 1 or level 2 Quickening.

How It All Works

The Quickening system is much like a slot machine, so there's some luck involved. As the initial attack occurs, up to three lines of text

appear in the bottom-right corner of the screen, one line for each character participating in the attack. Think of these lines as the wheels of a slot machine



The "wheels" randomly cycle through four possible outcomes.

They will display the name of a character's level 1, level 2, or level 3 Quickening or the words "Mist Charge." When they appear in white, the player can activate the command by pressing the button shown to the left of the line of text. Note that lines appearing gray in color aren't available.

With a little luck, there will be a white line or two available from which to choose, but eventually three gray lines will appear. Press the R2 button when this occurs to shuffle the commands again in hopes of getting a white line or two.

The player can initiate as many attacks as possible within the foursecond time limit. By achieving certain attack combinations, the party unleashes a powerful Concurrence that delivers a devastating final hit to the target and any nearby enemies. So what makes the white and gray lines appear? This is where things gets tricky. Read on to make sense of it all.

Cost vs. Available Mist Charges



As noted previously, each Quickening costs a certain number of Mist Charges. Characters can only perform an action if they have the Mist Charges to fuel the attack. For example, let's say Vaan enters battle with three Mist Charges and begins his assault with his level 3 attack, Pyroclasm. This will immediately drain all of his Mist Charges, meaning that he can no longer participate in the combo. His teammates, however, likely still have Mist Charges and can perform additional attacks.

Don't count Vaan out just yet, though. Keep an eye on his command line and watch for the words "Mist Charge" to appear. Press the corresponding button when these words appear on-screen to completely refill Vaan's Mist Charges as the commands reshuffle. Now he can use any of his attacks again.

The phrase "Mist Charge" may appear for a character whenever that person has completely drained his or her Mist Charges, Always use the Mist Charge command when it appears, as combos can continue to grow until the timer runs out.

Consider this next example. Vaan begins by using three Mist Charges. He uses Pyroclasm, his level 3 attack, to open a Quickening. "Mist Charge" immediately appears on-screen and is triggered, so his Mist Charge climbs back from nothing to three.

Next, his level 1 attack, Red Spiral, appears and is triggered reducing his Mist Charges to two. As the Red Spiral plays the command for his level 2 attack, White Whorl, appears and is triggered. Now he has performed three attacks and his Mist Charges are back to zero.





With a little luck, the Mist Charge command will appear again and Vaan can continue to attack, or the timer will run out and a Concurrence will play if it is earned.

Managing the Clock *W*



The clock pauses whenever you trigger an attack command. It doesn't start to move again until the next animation starts to play. Enter the commands quickly to save time, but don't do so in haste. The combination of attacks is very important, so choose the next action carefully and quickly.

The Mist Charge command doesn't stop the clock, but it does reshuffle the commands. Be ready to press another button quickly to avoid wasting time.

Note that a small amount of time is added back to the clock each time a command is entered. As the clock winds down, the bar also speeds up with each successful attack, so eventually there's no time to shuffle or even read the command lines.

FAST CHARGE & ATTACK

Any time a Mist Charge command is used, the character will land on an active attack command on the following spin. Use this to your advantage when time is running short. Hit the Mist Charge and keep tapping the button to automatically select that character's action.

Triggering Concurrences

Concurrences arrive at the end of a Quickening when certain conditions have been met. The conditions are based upon the number of level 1, 2, and 3 attacks that are used during the

Quickening. For instance, the weakest Concurrence requires that the party perform three level 1 attacks during the Quickening. The toughest, Black Hole, requires four of each level. Obviously, it's easier to perform some Concurrences than others and there's a little



luck involved, too. It's usually easy enough to get Ark Blast once everyone in the party has three Mist Charges.

The best combination is always used, too. Say the party uses seven level 1 attacks, five level 2 attacks, and two level 3 attacks. That combination would qualify them for five different Concurrences, but would always result in Ark Blast.

Any damage caused by a Concurrence is non-elemental. The names may make them seem like elemental attacks, but resistances don't come into play. The only creatures that can resist a Quickening are those with an immunity to physical damage.

		Requirements				
Concurrence	Power	Lv 1	Lv 2	Lv 3		
Black Hole	253	4	4	4		
Whiteout	215	3	3	3		
Ark Blast	205	2	2	2		
Luminescance	175	-		5		
Windburst	155		5	-		
Torrent	130	2	3			
Cataclysm	110	7	_	_		
Inferno	90	3	-	_		

ULTIMATE ATTACK

The Black Hole is the strongest attack in the game. It can cause well over 60,000 HP of damage to the primary target and substantial damage to anything surrounding the enemy.

Here's your road map through the central storyline of FINAL FANTASY XII. If you're new to this style of gaming, jump right in. We start with a step-by-step guide through the opening levels, making no assumptions about your level of experience (we do assume you've read the game manual, but that's all we assume at this point). If you're a veteran Final Fantasy gamer, however, you might want to skip the hand-holding in the first few sections; you're probably deep into the game already.

Please note that this "main story walkthrough" does not include detailed guidance through the myriad side plots in the game—the clan hunts, side quests, and secret areas that make the FINAL FANTASY world so deep and rich and full of life. However, this walkthrough will point out the optimal places to embark on each of those side adventures, and then direct you to the "Hunts," "Side Quests," and "Secrets" chapters in this book.

The Story Begins

The great saga opens with a happy occasion in Rabanastre, capital of the Kingdom of Dalmasca. Amid great pomp and ceremony,

a wedding procession winds through cheering crowds lining the streets of the royal city. The parade celebrates the marriage of Her Royal Highness Princess Ashe (daughter of Raminas, King of Dalmasca) to Lord Rasler (heir to the throne of Dalmasca's eastern neighbor Nabradia).







This is more than a marriage of convenience; Ashe and Rasler are truly in love, a fact that seems to bestow a sacred, joyous air to the proceedings. In the city's great cathedral, the high priest seals the union with the name of the God of Light, Faram. With that, the bordering kingdoms come together in a peaceful union.

But visions of a hopeful future quickly fade. Basch, captain in the Order of the Knights of Dalmasca, soon brings disturbing news to the king's war room: Nabudis, capital of Nabradia, has fallen beneath Archadia's westward surge. Surely Dalmasca is next.

World Mac

The Tomb of Raithwall



C Dalmasca Westersand

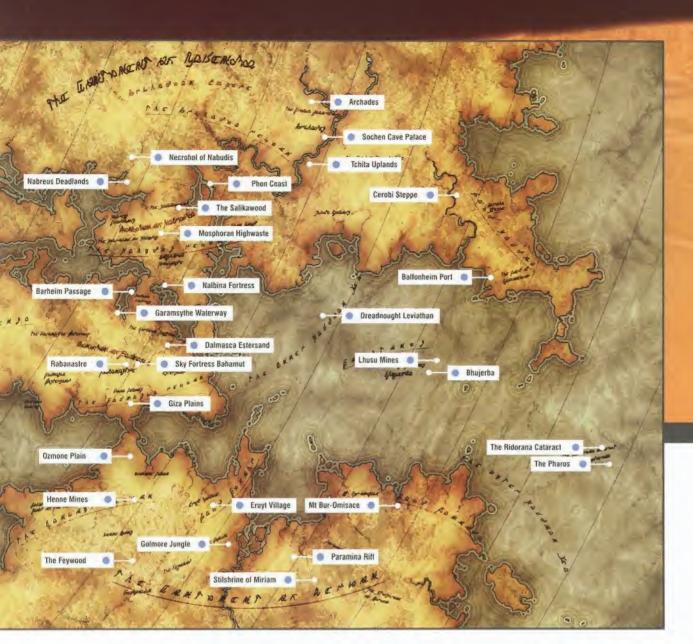
Jahara

Zertinan Caverns









King Raminas sends Basch and Lord Rasler to rally Dalmascan defense forces in the border fortress of Nalbina. There, the fight is desperate, furious, and ultimately lost when the stronghold's





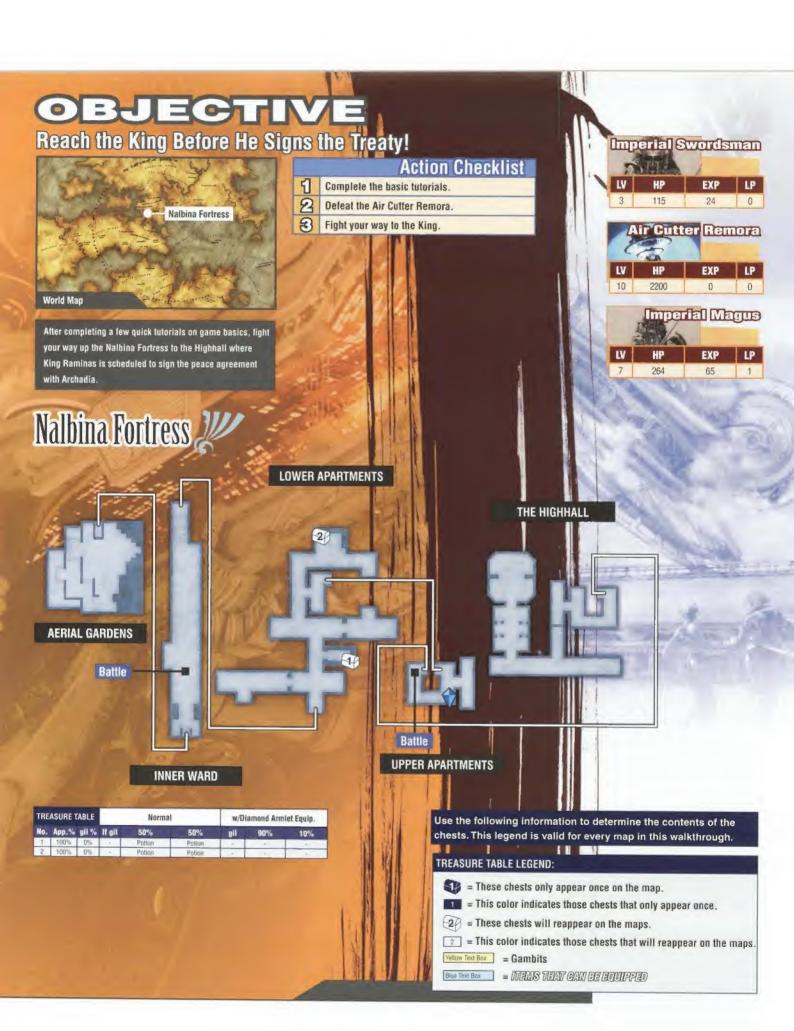
"paling," a defensive magick barrier, falls. Archadian troops overwhelm the great citadel; in the process, Lord Rasler takes a lethal arrow to the chest. Basch barely manages to escape on a chocobo with the mortally wounded prince.







Back in Dalmasca, Lord Rasler is laid to rest, along with the hopes of the entire region. Here begin the memoirs of the Marquis Halim Ondore IV. Listen carefully to learn how King Raminas agreed to terms with his Archadian conquerors and reluctantly traveled to now-occupied Nalbina Fortress to sign the treaty. The Marquis Ondore's entry ends with some chilling words: "The Treaty would be signed with Steel... and Writ in royal Blood."



Learn the Basic Game Controls

As the story begins, you lay unconscious in the Aerial Gardens of the Nalbina Fortress. You are a Dalmascan soldier named Reks, 17, a mere boy orphaned by the war. Your captain, Basch, revives you and checks your condition. Your team includes several soldiers and Vossler Azelas, another esteemed member of the Order of the Knights of Dalmasca.

Note that Reks speaks of his younger brother back in Rabanastre; we'll meet him soon enough. For now, watch Basch decimate a squad of Imperial Swordsmen—he's quite an accomplished warrior—and then follow his directions as you take control of Reks.





As a young soldier named Reks, you join Basch in his attempt to halt the plot against King Raminas.



Move the Right Analog Stick to move the camera view around, then use the Left Analog Stick to walk toward Basch. After that, you learn about the Talk Icon. Walk to the Dalmascan soldier posted at the nearby gate and talk to him. Approach the iron gate to learn about the Action Icon, then press δ to open the gate.



Take control of Reks and follow Basch's simple commands.

After Reks and Basch climb the stairs to enter the next area, the Inner Ward, you learn about the Party Menu where you can examine your equipment and inventory. Then, prepare for the game's first fight! Basch points out the hostile red Target Line, which indicates that you're being targeted by an attacking enemy—in this case, an Imperial Swordsman.



Press to open the Battle Menu. The menu cursor already points to Attack, so just press to select that action. There is only one target choice, Imperial Swordsman A; the menu cursor already points to that selection, so just press again. Move Reks toward the enemy guard to initiate the attack and watch the action unfold.

Basch and his squad of Dalmascan soldiers quickly join in and make instant mincemeat of the poor Imperial, Now move forward across the bridge to trigger a quick event showing an approaching airship.



Cross the Inner Ward bridge to trigger the approach of the deadly Air Cutter Remora.

Beat the (Almost) Boss



The health of this airship "boss" is measured by the red bar across the top of the screen.

The Air Cutter Remora is a boss... sort of. Note its red boss health bar across the top of the screen. When you fight any boss-type enemy, a similar bar appears. When you score hits, draining the boss's HP, the health bar drops. Open the Battle Menu and attack the airship.

Of course, this is a tougher fight, so keep an eye on the HP counter next to Reks's name in the lower-right corner. In the unlikely event that it drops below 50 or so, you can replenish HP with a Potion or use a Cure magick spell.



Actually, you don't need to heal Reks at all during the battle with the Air Cutter Remora.

One of the Dalmasean Soldiers automatically keeps everyone healthy with Polions.

Someone's Got Your Back



TO DRINK A POTION

Open the Battle Menu and select Items. Then select Potion (you start with 8 of them) and select Reks to restore some of his HP. If your HP gets really low, you can use a Hi-Potion instead. Hi-Potions restore a greater number of HP than regular Potions.



TO CAST CURE

Open the Battle Menu and select Magicks & Technicks. Select White Magicks, then select Cure (the only choice for now). Finally, select Reks; he will cast a Cure spell on himself and restore some HP. This costs 8 MP (Mist Points), so Reks's MP counter will drop from 34 to 26. But you generate MP whenever you run, so you can push your MP back to 34 soon enough.



Sling some Thunder at the Imperial Cutter to practice some magick attacks.

The Air Cutter Remora hovers low enough that regular sword attacks can strike it (this isn't always true of flying foes, but you'll learn more about that later). But you can also sling a magick attack at the craft. Select Black Magicks from the Battle Menu, then select Thunder. Next, select your target, the Air Cutter Remora. Now watch Reks fire a nasty bolt of lightning at the airship.

Once the Remora's health bar drops to about the halfway mark, Basch unleashes a blistering special attack that knocks it silly. (Note:

This is a Quickening. You'll get to use these powerful attacks later in the game.) Watch as the Air Cutter Remora disengages and runs. Then prepare for another assault.





Basch gives "Tonberry" a blast of Quickening, chasing it off to its lowly repair hangar.

Climb Through the Fortress

More Imperial Swordsmen descend the stairs directly ahead and attack the group. Your party makes quick work of them with or without your help, but you might as well get in a few good licks for the fun of it. If you exit to the south and reenter the Inner Ward, a few more enemy swordsmen will rush downstairs. You can wait here and practice your combat, if you want; otherwise, ascend the staircase to the next area.

As you reach the area boundary (the dotted blue line across the doorway), Basch gives another tutorial. This time he points out the Minimap and then explains how to access the fuller picture of the Location Map by pressing Select. Try it just for practice. Use the Left Analog Stick to scroll the map, and press the L2 or R2 buttons to zoom in or out.



Press Select and check out the Location Map. The red 'X' marks your destination, and your objective is described at the bottom.

OBJECTIVE Reach the King Before He Signs the Treaty!

Note that your destination is marked by a red 'X' on the map. Also note that your current objective is described just below the map. In this case, it reads: "I must reach the King before he signs the treaty!"

Now move into the next area, the Lower Apartments. This triggers a short event where Basch talks about Vossler and their mission to get the King to safety. He believes that King Raminas is safe until he puts his royal seal to the treaty. Better hurry!

Head north from where you start this area until Basch advises, "Ofttimes retreat is the wiser course." To disengage from a battle

and flee, press and hold the R2 button and run away.

After you press to end this conversation, more Imperial Swordsmen will attack from the north and south. Dispatch them and head into the small supply alcove to the east filled with helmets and spears and other equipment. A treasure chest sits in the back corner. Find and open it to obtain a useful item.



Don't miss these treasures scattered throughout many areas in the game. They hold valuable items and gil rewards, all for free!

Exit the alcove and go north, west, and north again, keeping an eye out for more imperial attackers. Don't miss a second treasure in the far north hall tucked behind some crates and barrels. Then return south and veer east to a grand staircase. Turn left and take the staircase leading up to the next level, the Upper Apartments.

Save Your Game!

Turn right and walk up toward the glowing blue Save Crystal in the corner. After Basch explains how it works, approach it and press to fully restore your HP and MP, then select "Yes" to save your current game. After doing so, turn and climb the stairs to trigger another event.



Save Crystals are always a welcome sight. Touching a crystal replenishes the HP and MP of your entire party, and gives you a chance to save your game.

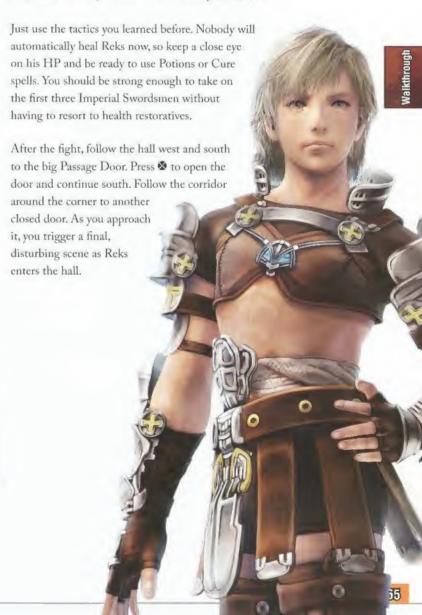


Fight to the Highhall

More guards spot the party on the staircase. Reks bravely sends Basch and the others ahead to save the King and turns to fight against the imperial pursuers. Here's your first solo fight.



Be patient and stay focused on one enemy at a time.





Rid the Waterway of Rats

The story picks up two years later in the underground waterways beneath occupied Rabanastre. A small boy, Kytes, calls to an older boy named Vaan, who wants to "clean house" in the vermin-infested waterway. Once you gain control of Vaan, slice up the three aggressive Dire Rats in the area to trigger a long event that introduces you to Vaan's life.





Meet Vaan and Kytes, then whack some rats.





articulates the creed that Vaan supposedly lives by: the Imperials have robbed the people, so "it's only fair that we take it back." In fact, it's their *duty* as Dalmascans.

As a huge air cruiser passes overhead, Vaan expresses his deepest desire: "One day, I'll fly an airship of my own. I'll be a sky pirate,



free to go where I will." Penelo doesn't argue. But for now, she suggests (like Kytes) that he visit Migelo and lend a hand.

ONE WRY OUT

Vaan can't explore other paris of the waterway yet, so just kill the three rats in the area. It's the only way out of the Overflow Cloaca for now.



The Dire Rats will scurry all over the area. To track them, use the game's Minimap. Remember, enemies always appear as red dots.

Minimap Enemies

Kytes suggests that Vaan visit Migelo, the shopkeeper, who might have some errands to run. Vaan, of course, feels like he has more important things to do. The scene then shifts to the streets above. The city, despite the Archadian occupation, bustles with commerce and other activities. Vaan spots a pair of Imperial guards harassing a

street merchant and he decides to intervene by plying his own "trade" by stealing the guard's pouch!





Find Migelo

Maybe you should do as the kids suggest: go and see Migelo. A brief map tutorial now adds the World Map to the Party Menu. Press to open the Party Menu, then select World Map to take a look. The three locations you've visited so far are listed on the map: Nalbina Fortress, Garamsythe Waterway (Vaan's brief rat-killing adventure), and now Rabanastre.



The World Map is a handy accessory that logs maps of every place you visit as well as any unexplored areas for which you may buy or find maps.

If you select Rabanastre, you see its maps broken down further: one for the upper city and one for an area called "Lowtown." We'll explore Lowtown soon enough, but for now, let's find Migelo. When you open the Rabanastre map, you will find Migelo's location indicated by the flashing red 'X.' Hey, it's nearby. Head due east to the intersection and veer right, bearing south until you trigger another event.



Your starting spot (circled here) is not far from where the red 'X' says Migelo is waiting.



Migelo, a bangaa trader, is waiting for some goods to arrive for the palace banquet tonight. Unfortunately, they have not yet turned up, so he has had to order some replacement goods from Tomaj over at the Sandsea, a local tavern. Kytes was supposed to run this errand, but Migelo has seen no sign of him. Your new objective is to find Kytes at the Sandsea and see that the young boy completes his errand.



Migelo sends you to the Sandsea to track down Kytes and get him back on task.

Find Kytes at the Sandsea

Press Select to access the Rabanastre map, then use the directional arrows to highlight your current location, which is the East End. Press to see a list of all the establishments in East End. Most of Rabanastre's important shops (for your purposes) are in this district, along with the Sandsea. Note that the red 'X' indicating Kytes's location is right on top of the Sandsea.



CON'T BE A STRANGER

Talk to people on the streets of Rabanastre. Some folk speak only of their personal concerns, but others discuss the greater concerns of the city. For example, you'll hear much about an upcoming ceremony welcoming the new Consul, newly arrived from Archadia to govern Dalmasca.

Head north along the East End street to the Sandsea and enter to trigger an event. Vaan finds Kytes, who points out the Notice Board and says, "This is why Migelo's courier didn't get here on time!" Tomaj comes over and describes the "nastiness" in the Estersand that's harassing the couriers. He's posted a bill offering a reward for anyone who can hunt down the creature.





Go to the Sandsea to find Kytes and learn about the Tomato monster harassing the couriers and disrupting trade in the Estersand.



This first hunt is the only "official" one in the game that is required to progress the story. One of its purposes is to acquaint you with the Notice Boards and the hunt process. You'll find Notice Boards in most towns across lyalice.

Mandatory Hunt

This "work" is certainly more to Vaan's liking. When the scene ends, Tomaj explains that people post bills on the Notice Board when they need a monster eliminated. Note that when you accept a hunting job, the monster you're tracking is called your "mark."



Tomaj explains the lowdown on the Notice Board and hunting marks.

OBJECTIVE Help Migelo and Tomaj

When Tomaj shows the bill again, select the dialogue choice that asks to learn more about hunts. Tomaj explains how you must contact the petitioner who posted the bill to accept the job and learn where to find the mark. Then, after you complete the hunt, you must report back to that person to claim your bounty. Tomaj also hands over a Clan Primer to help keep track of hunts. You can now access the Clan Primer via the Party Menu.



The Clan Primer is loaded with tips and info of varying degrees of usefulness. After Tomaj gives it to you, open it (from the Party Menu) and read all the topics, especially the Traveler's Tips.

Primer!

Finally, Tomaj relinquishes an Orrachea Armlet, a basic accessory that raises a character's Max HP by 25 when the item is both licensed and equipped. Unfortunately, you don't have a license for it yet.

This leads into a quick tutorial on the licensing process in FINAL FANTASY XII. You learn that Vaan is currently licensed to use the Steal technick on foes; he also has licenses to equip a Mythril Sword, Leather Clothing (armor that increases Defense), and a Leather Cap (headgear that increases Magick Resist).

You have just 6 License Points (LP) to spend right now, but you can earn more by defeating foes. Luckily, the "Accessories 1" license (which includes the Orrachea Armlet) costs only 5 LP, so go ahead and acquire it, as Tomaj suggests. Note how acquiring the license reveals the licenses on all adjacent squares, making them available for acquisition. Continue the tutorial by pressing @ repeatedly to scroll through Vaan's Action List.



MORE ON LICENSING

For an in-depth look at the licensing process in this game, see "The License Board" chapter of this book. For more on how armor and weapons work, see those respective chapters in this book.

Tomaj gives you a Writ of Transit so that you can exit the city gates; he suggests that you leave via the East Gate to find your "mark" in the Estersand. Also note that the Licenses category has now been added to the Party Menu. When Tomaj has finished talking, a graphic flashes onscreen to signify the beginning of the hunt for the Rogue Tomato.



The screen says it all. You get a similar screen each time you accept a hunt from a petitioner. Before you exit the Sandsea, the game reminds you to equip the Orrachea Armlet. Do it! Open the Party Menu and select Equip, then select Vaan (the only choice right now). Select Equip again, scroll down to the Accessory category, and select that, Finally, select the Orrachea Armlet, the only accessory currently available. Done! Note that Vaan's Max HP jumps from 102 to 127. Now you can exit the Sandsea.



Tomaj stands at the bar in the Sandsea after your meeting with him. Talk to him any time if you need to review how to hunt marks or how licenses work.



CHECK THE BESTIARY!

Regularly open the Clan Primer and read the Bestiary entries. There is only one creature listed right now, the Dire Ral you defeated in the waterway. Each time you defeat a new fee, information about it will appear in the Bestiary.

Some Bestlary entries have additional pages which contain useful information. Always read these when you get a chance. You can learn about a region's characteristics, get a list of ingredients needed for special items, pick up historical tidbits of interest, or learn other worthwhile info.

Get to the Dalmasca Estersand

Press Select to open the Rabanastre map and plot your path down to the flashing red 'X' at Eastgate. Before you leave East End, though, we recommend that you explore the shops to see what's available (not much yet), then stop at Migelo's Sundries to purchase a couple of extra Potions just to be safe.





Pick up an extra Potion or two at Migelo's before you head out to face the fearsome tomato.

From East End you must go into the Southern Plaza, then down the eastern stairs to Eastgate to trigger an event. The Imperial guard tries to halt Vaan, but Vaan's Writ of Transit gets him through the

gate. Once you're in Eastgate, save your game at the blue crystal and head due east into the Estersand.





Exit the city via the Eastgate to seek the Rogue Tomato. However, save your game at the Save Crystal before you venture out into the dangerous Estersand.

MEED TO GET BACK IN?

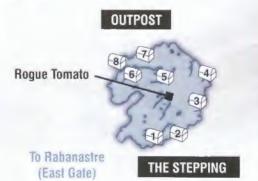
See how others are queuing up at the gate to return to the city? If you change your mind and decide to go back inside, you must speak to the Imperial at the back of one of the two lines and then wait your turn to reenter Rabanastre

Dalmasca Estersand (The Stepping)

Action Checklist Hunt the Rogue Tomato for Tomaj. Return to Tomaj for your bounty. Visit the Clan Hall,



F		ockat	ileo
LV	HP	EXP	LP
3-5	136-152	11-15	1



-	N. C.	7	Voll	6	Rog	ue Tor	mlo
LV	HP	EXP	LP	LV	HP	EXP	LP
2-7	94-134	9-13	1	2	134	0	3
			اللبياء		,		

TREASURE TABLE			Normal			w/Diamond Armlet Equip.			
No.	App.%	gli %	If gil	50%	50%	gîl	90%	10%	
1	70%	60%	~50	Potion	Hi-Potion	-160	Knot of Rust	Ether	
2	70%	50%	-50	Potion	Eye Drops	-160	Knot of Rust	Ether	
3	70%	60%	-50	Potion	Potion	-170	Knot of Rust	Ether	
4	70%	60%	~50	Petian	Potion	-170	Knot of Rust	Ether	
5	70%	60%	~120	Potion	Hi-Potion	-430	Knot of Rust	Hi-Polion	
8	70%	60%	-45	Potion	Antidate	-155	Knot of Rust	Hi-Polion	
7	70%	90%	-80	Potion	Antidate	-200	Knot of Rust	Hi-Pation	
8	70%	60%	~45	Polian	Escutcheon	-155	Knot of Rust	Hi-Pation	

OBJECTIVE Help Migelo and Tomaj

Hunt the Rogue Tomato

The Estersand is vast and has numerous sub-regions, but for this hunt, you need only explore the first area you enter, called The Stepping. The map shown here indicates where the Rogue Tomato lurks, but explore The Stepping a bit first. Fight a few Wolves and Cactites to earn enough EXP to level up at least once (from Level 1 to Level 2), then heal back up to your max HP by using a Potion or going back to the Save Crystal at Eastgate.

Leave the Big Guy Alone

A massive Wild Saurian roams The Stepping. Note the green health bar over its head. That means it's a neutral creature; it won't attack if you just leave it alone. Do not try to fight this monster yet! Vaan

doesn't stand a chance. At this early point in your development, it's one chomp and game over!



The Rogue Tomato hangs out on the ledge at the center of the map, near a flowering tree with stunning white blossoms. Use Steal to pilfer an item if you want, then attack the red menace. When the Rogue Tomato's HP drops to roughly half, he takes a running leap off the cliff. You can't jump down after him, so go around the cliff and down the dunes to finish him off.





Look for the Rogue Tomato near the white flowering tree.



Smash this guy into ketchup to get your mark for Tomaj... plus a bonus handful of Galbana Lilies.

When you finally prevail, Vaan picks up a handful of rare Galbana Lilies and then decides to "call it a day." But, before you head back to the city, scour the area to find all eight treasures in The Stepping. Also consider using the Steal technick on a few Wolves and Cactites to gain extra items, too, before attacking them for EXP and LP.

Don't overdo this mop-up fighting, though. You don't want to be caught without Potions in the desert. In particular, watch out for a

trio of Wolves near the northern exit of the area. If you attack one, all three will counterattack as a unit. A pair of Cockatrices lurk in the west, too. Tough fight!



The red 'X' on the

Location Mon population of the Stepping.

Search for the treasures scattered around the dunes of The Stepping.

Location Map now marks the passage back to Rabanastre. H

back to Rabanastre. Head back to Eastgate where, uh oh, they're not letting anyone back into the city until after the ceremony. Vaan's a resourceful fellow, though. Talk to Kytes, who waits near the gate, and you will trigger an event in which Migelo bribes the gate guards with wine, getting Vaan back in the city.





Next is a long event in which the new Consul appointed to rule Dalmasca, Lord Vayne, son of the Archadian Emperor, is paraded to the foot of the great cathedral. There, he gives a stirring speech that seems to win over the crowd.





Walking the streets of North End with Penelo later, Vaan decides he wants to crash Vayne's banquet tonight. Penelo suggests he goes and sees Old Dalan in Lowtown about gaining entrance to the palace. When you regain control of Vaan, you are now free to enter Lowtown from Rabanastre.

Return to Tomaj for Your Bounty

Before you seek out Old Dalan, however, you should finish up your first hunt properly. Revisit the Sandsea and score that bounty from Tomaj (who is still standing at the bar) for taking out the Rogue Tomato. He also passes on some inside info about a mysterious building in the North End district where a bangaa stands watch.





Tomaj is pleased with your success and pays a generous reward. He also provides a tip about a secret place.

By now you should have accumulated some gill and LP, so this might be a good time to purchase some upgrades. Here's one suggestion: spend 15 LP on the "White Magick 1" license, then go to Yugri's Magicks in East End to buy the Cure spell for 200 gil. Now you can heal Vaan with magick instead of relying entirely on Potions to do the trick.

Heal Thyself

Visit the Clan Hall

Go up to North End and proceed to the westernmost street. (If you check the area map, you can see the mystery building on the North End labeled with question marks, so it should be easy to find.) Approach the entry hall of the mystery building, marked by a green sign, and talk to the "Conspicuous bangaa"; he immediately agrees to let you in. Select "Okay, let me in" to enter the Clan Hall.



If Tomaj gave you a Clan Primer earlier, then the Conspicuous bangaa will let you right into the Clan Hall.



Inside, talk to Clan Centurio members to get a sense of the place, then locate the moogle standing on the banister at the top of the stairs. This is Montblane, the clan's founder. Talk to him to join the clan and learn how it works. You also learn about the clan shop in the Muthru Bazaar on the west end of town.



Montblanc is the founder of Clan Centurio and the source of all rare hunt information, available only to clan members.

Talk to Montblanc a second time to receive a commemorative gift for joining Clan Centurio. Unfortunately, he has no clan hunts to offer at the moment, so it's time to go and pay Old Dalan a visit.



MONTBLANC'S BOSS BONUSES

Visit Montblanc regularly after you start defeating bosses and rare beasts. He is the source of handsome rewards for each of your major victories.



Visit Old Dalan in Lowtown

First, go to the Southgate district. After stepping through the gate, turn left (heading east), then open the old freight door to enter Lowtown. Now check the area map to see that you're almost on top of the red 'X'; Old Dalan's place is just to the left!





The old freight door (circled here) next to the south gate (at left) takes you into Lowtown very near Old Dalan's place.

Enter Old Dalan's place to trigger an event in which Vaan asks the old man how to sneak into the palace. Dalan does know of a secret passageway into the palace vaults, including a door that requires "a magicked stone that opens the way." Conveniently, it turns out that Dalan has this object, known as the Crescent Stone.





Old Dalan has the Crescent Stone, but you need to power up its magicks with a Sunstone.

Unfortunately, the Crescent Stone has lost its magicks. It needs the power of a Sunstone to recharge, and the only place to get a Sunstone is from the nomads on the Giza Plains to the south of Rabanastre.



DON'T TOUCH THAT TREASURE:

Four treasure chests are connected to a chest found later (in the Necrohol of Nabudis) that holds the most powerful weapon in the game, the Zodiac Spear. If any of those first four chests are opened, the Zodiac Spear disappears from its chest in Nabudis.

The first of these is here in Lowtown. If you want the Zodiac Spear later, do *not* open the treasure chest right in front of Old Dalan's

Explore Lowtown

Before you head south to Giza, spend some time exploring Lowtown. Find treasure tucked into alleys (see this guide's South and North Sprawl maps) and talk to people to learn about Lowtown's sad history. You can also sell loot to either of Lowtown's Traveling Merchants (one in the northeast part of the North Sprawl and one in the South Sprawl's circular plaza) and stock up on extra Potions and Antidotes.

However, don't overspend on Potions if you have licensed and purchased the Cure spell. You'll need cash for weapon and armor upgrades, too. Make sure you also keep at least 80 gil in reserve so that you can make important purchases when you leave Lowtown.



You can get cash for the loot you've acquired from treasure chests and enemies. In general, sell everything except Teleport Stones, which are useful for quick travel later in the game. You should note that all merchants in Ivalice will pay the same price for your loot, so it deesn't matter where you sell it.

Sell Your Loot!





Sell any loot you find to Lowtown's traveling merchants (or any merchant in Rabanastre) so you can afford to stock up on Potions and Antidotes before you hit the Giza Plains.

Return to Southgate via the freight door where you entered Lowtown, just around the corner from Old Dalan's. Let's pick up one or two more useful items for the road.



BUY BAZAAR GOODS

Bazaar goods, available from merchants, can offer excellent value for the money. For example, packages of items that, when purchased individually, usually cost more, It's risky to buy mystery packages, of course, but bazaar ilems are usually worth it.

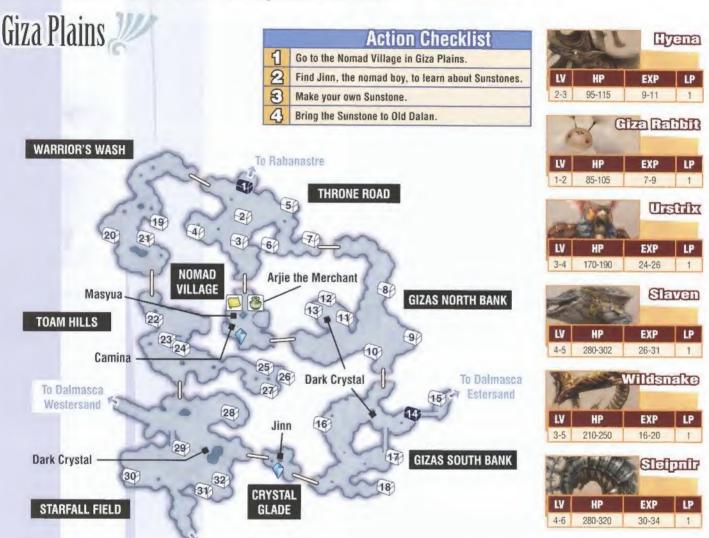
OBJECTIVE Obtain a Sunstone for Old Dalan

Buy a Map of Giza Plains

Maps are always good to have. Go north through the gate into the Southern Plaza and locate the Cartographers' Guild moogle in the yellow suit. You will find him pacing back and forth in the northwest alcove of the plaza. Talk to him to see what maps he has for sale. His maps for Giza Plains (30 gil) and Dalmasca Estersand (50 gil) are quite reasonably priced, so buy both. (The Westersand map is most likely out of your price range for now.) With the Giza Plains map now in the World Map collection, go south downstairs to Southgate and exit Rabanastre.



Buy a Giza Plains map from the Cartographers' Guild moogle in the Southern Plaza to make your upcoming trip a bit easier.



TRE	ASURE 1	ABLE		Norm	nal	w/Diamond Armlet Equip.			
No.	Арр.%	gil %	If gil	50%	50%	gil	90%	10%	
	100%	0%		Pation	Potion	les.	Knot of Rust	Elher	
2	72%	50%	-55	Potion	Antidote	~160	Knot of Rust	Elther	
3	72%	50%	-55	Potion	Antidate	-160	Knot of Rust	Ether	
4	72%	50%	-55	Potion	Pation	~160	Knot of Rust	Ether	
5	72%	50%	-60	Pation	Pution	~170	Knot of Rust	Hi-Potion	
В	72%	50%	-55	Potion	Antidote	-160	Knot of Rust	Hi-Potion	
7	72%	50%	-55	Potion	Antidote	-160	Knot of Rust	Hi-Potior	
8	70%	60%	-60	Potion	Eya Drops	-250	Knot of Rust	Ether	
9	70%	60%	-70	Pation	Eye Drops	-250	Knot of Rust	Ether	
10	70%	60%	-70	Potion	Ether	-250	Knot of Bust	Hi-Potion	
11	67%	70%	-90	Potion	Remedy	-250	Knot of Rust	Hi-Potion	
12	88%	70%	-50	Potion	Potion	-250	Knot of Rust	Hi-Pation	
13	88%	100%	-100			-350		-	
14	70%	30%	550	Potion	Ether	50000	Knot of Rust	Ether	
15	85%	50%	-40	Polion	Dark Mote	-50	Knot of Rust	Hi-Potton	
15	70%	50%	-80	Potion	Antidote	-300	Knot of Rust	Ether	

To Ozmone Plain

TRE	ASURE 1	ABLE		Norma	ıt	W/D	iamond Armi	el Equip.
No.	Арр.%	gil %	II gil	50%	50%	gil	98%	10%
17	70%	50%	-80	Palion	Ether	~300	Knot of Rust	Ether
18	65%	35%	-320	Pollon	Broadsword	~600	Knot of Rust	Ether
19	75%	70%	-50	Pation	Cotton Shirt	~500	Knot of Rust	Ether
20	75%	35%	-70	Potion	Eye Drops	~500	Knot of Rust	Ether
21	75%	35%	~1.00	Potion	Potion	-1200	Knot of Rust	Hi-Potion
22	67%	45%	-50	Potlon	Hi-Potion	~200	Knot of Rust	HI-Ether
23	67%	45%	-80	Hi-Pation	Ether	~200	Knot of Rust	Hi-Ether
24	67%	45%	-50	Potion	Potion	-190	Knot of Rust	Ether
25	67%	45%	-50	Red Fang	Red Fang	-190	Knot of Rust	HI-Potion
26	67%	45%	-80	Potion	Potion	-200	Knot of Aust	Elher
27	67%	45%	~50	Pation	Potion	-190	Knot of Rust	Ether
28	75%	70%	-50	Potion	Eye Drops	-290	Knot of Rust	Elixir
29	75%	30%	-86	Escutcheon	Eye Drop	-290	Knot of Rust	Hi-Potion
30	75%	50%	-60	Potion	Potion	-290	Knot of Rust	Ether
31	75%	66%	-70	Ether	Ether	-320	Knot of Rust	Hi-Potion
32	75%	50%	-70	Pation	Poten	-300	Knot of Rust	Ether

Find the Nomad Village

To find the village, you must travel south across the barren desert. The first area, Throne Road, is loaded with treasure urns, so fully

explore the region. Look out for roving Hyenas and the occasional Giza Rabbit. (The bunnies are not aggressive, so you can ignore them if you want.) After plundering all of the treasures lying in the sand, head south to the next area, the Nomad Village.

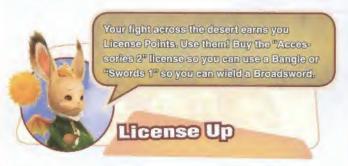


Beware the hostile Hyenas that roam the southern sand.



Giza Rabbits are docile creatures. Sure they're cute, but if your health is good, whack bunnies for extra EXP, LP, and loot.

There is a blue Save Crystal tucked behind the big center tent in the village. Nearby, a nomad merchant named Arjie has sundry items for sale. Among these is the Bangle, an extremely useful accessory that equips the wearer with the technick Libra. This technick reveals critical information (Level, HP, weaknesses, etc.) about targeted enemies in the field. Remember that you must spend 15 LP to get the Bangle license, which is obtainable under "Accessories 2" on the license board.



Speak to the old woman in front of the central tent. Elder Brunoa speaks about dark crystals and Sunstones and directs Vaan to Masyua, who stands behind the tent. Speak to Masyua and listen to her proposition. She mentions Jinn, a missing child who carries a supply of the Shadestones needed to craft a Sunstone. Her offer: find Jinn and earn a Sunstone in return. Jinn was last seen south of the camp.





Stock up on necessary goods from Arjie, then speak to Masyua to learn your next objective: find Jinn.

The conversation with Masyua also triggers an event: Vaan finds Penelo with the children of the nomad camp. When the scene ends, Penelo joins your party. Speak to the nearby nomad youth, Camina. She says she saw Jinn in the Crystal Glade to the south.



Hey, Penelo's here! Now it's a party.

Now it's time to leave the village via the southwest exit into the Toam Hills. (Don't forget to replenish and save your game at the Save Crystal before you go!) On the way out, Penelo will hand over 3 Potions and 2 Tufts of Phoenix Down. Exiting the area also triggers the addition of party commands to your control of characters. Now you can issue specific commands to each party member, and change leaders if you want.



Even without specific target into (from a Bangle or the Libra technick), you can easily gauge a target's difficulty. When you select a target, the color of its name in the information window will indicate how tough it is. Blue is easy, yellow is formidable but not impossible, and red is Run awaaaaay! Run awaaaaay!

OBJECTIVE Obtain a Sunstone for Old Dalan

Gambits have also been added to the Battle Menu. Gambits are a powerful combat tool, so you will need to understand how they work and develop your own Gambit strategies for every situation. For now, all you can do is toggle them on or off for each character. Our advice; Toggle them on and leave them on. We'll talk more about Gambits later.



By now, you really should have purchased the Cure spell and its license, "White Magick 1". If you haven't, it is highly recommended that you return to Yuguffs Macticks in Rabanastre and purchase ft. Note that Penelo can use Cure when she joins your party.

Got Cure?

Find Jinn in the Crystal Glade

The party starts in the Toam Hills just west of the village, with the dagger-wielding Penelo following Vaan's lead. (You can make Penelo the leader if you want; just press up or down on the D-pad once to trigger Leader Select, then scroll to Penelo and press & to select her.) Work your way around the area, fighting for EXP, LP, and loot.

It's a welcome change to have a partner who has your back, isn't it? Beware the huge Slaven, the Wildsnake, and the three-dog Hyena pack led by a powerful Alpha Hyena in the eastern extension of the Toam Hills. You can defeat them, but they're tough foes. Heal often! Exit to Starfall Field to the south.

PHOENIX RISING

Tufts of Phoenix Down raise KO'd characters, If either Vaan or Penelo drops, the other can use a Phoenix Down to revive the fallen ally. Remember that KO'd characters are also revived when you use a Save Crystal





Now that Penelo's in the party, you can give her attack commands too. You can also switch Gambits on and off for each party member.



In Starfall Field, continue to fight and hunt for treasure, but ensure that you work your way east and don't provoke the powerful Werewolves in the area. Note the "dark crystal" near the center of the area; it has absorbed sunlight and now radiates brilliantly. The eastern exit leads to the Crystal Glade, where you will find Jinn.

Vaan and Penelo are safe here, so you can wait to save your game at the blue Save Crystal until after you complete the conversation with Jinn, the nomad youth who sits next to the dark crystal in the clearing. Talk to him to learn that he has injured his leg. Explain the situation to Jinn and he hands over a Shadestone that you can turn into a Sunstone.



Jinn can't walk very well, so he gives you a Shadestone to turn into

He explains that you must hold the Shadestone close to the big glowing crystals found in the Giza Plains. The Shadestone will absorb their energies and become a Sunstone. An Energy gauge appears in the upperright corner to measure your progress. Finally, Jinn marks the dark crystals' locations on the area map, so press Select to see where all four are located.



Jinn marks the locations of the four sun-filled dark crystals on the area map, as seen here.

Make Your Shadestone into a Sunstone

You can visit the dark crystals in any order, but let's take an efficient, circular route that explores new territory (always fun) and runs right past the village Save Crystal at the halfway point. Exit the Crystal Glade east into Gizas South Bank.



Walk up to each glowing crystal and hold the Shadestone up to it.

The shimmering crystals are easy to find. Just walk up to each one, press , and select the option to hold the Shadestone up to the crystal. The Energy gauge indicates what percentage of energy your Shadestone has gained from the transaction. After draining the Gizas South Bank crystal, head north and do the same to the crystal in the Gizas North Bank. Then go west to the Nomad Village and save your game.

Here's a good chance to upgrade your equipment. You should have built up some LP and gathered some loot from your battles, so visit

Change equipment,

Equip

Remove

Remove All

Optimize

Arranelization

Arranelization

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District

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Arranelization

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Alfant

Keep upgrading your equipment when you get the chance. Remember that you can sell off older equipment, or pass it down to other party members.

Arjie. Sell your loot and see what she has available, including Bazaar items, then spend LP on any corresponding licenses needed to equip what you purchase. You can probably equip Vaan with a Broadsword by now. Get that Bangle licensed and equipped too, if you haven't already.

Now set out west into the Toam Hills again, but this time go north into Warrior's Wash to find and drain the third dark crystal into your Shadestone. Check the Energy gauge and if it hasn't yet reached 100 percent, you must head all the way south, back to Starfall Field, to drain the fourth and final shimmering crystal. Finally, you gain a Sunstone!

Upon reaching 100 percent, the scene automatically shifts to the Crystal Glade, where Jinn examines the Sunstone and pronounces

it good. Then the scene shifts again to the Nomad Village where Masyua gives you generous gifts to go with your new Sunstone. Save your game again at this point and head north, back toward Rabanastre.



Jinn likes the Sunstone. Time to go home.

Bring the Sunstone to Old Dalan

Return to Rabanastre's Southgate district, go through the old freight door into Lowtown, and head for Old Dalan's place. As you approach, you trigger an event wherein Penelo leaves your party. Then enter and talk to Dalan, who uses the Sunstone to revitalize his Crescent Stone, then provides directions to the secret palace entrance. Finally, he hands over the **Crescent Stone**, which is used to open a hidden door to the Treasury.



Old Dalan hands over the Crescent Stone and directions for a secret route into the palace. Then he repeats the words: "The signet yearns for Sunstone's strength, to light the clouded way." A signet tile in the palace will light your path with help from the Crescent Stone.

Wolf in the Waste

This is a good place to try hunting another mark.
Check the Notice Board in the Sandsea and accept the next hunt listed—the one for Thextera. The petitioner,



Gatsly, happens to be sitting on the floor right next to the board!

Thextera is in the Westersand, but the Galtea Downs area isn't too far into the desert. You should be strong enough to handle this by now. For more on this hunt, check out the "Side Quests" chapter in the guide.

SIDE QUEST

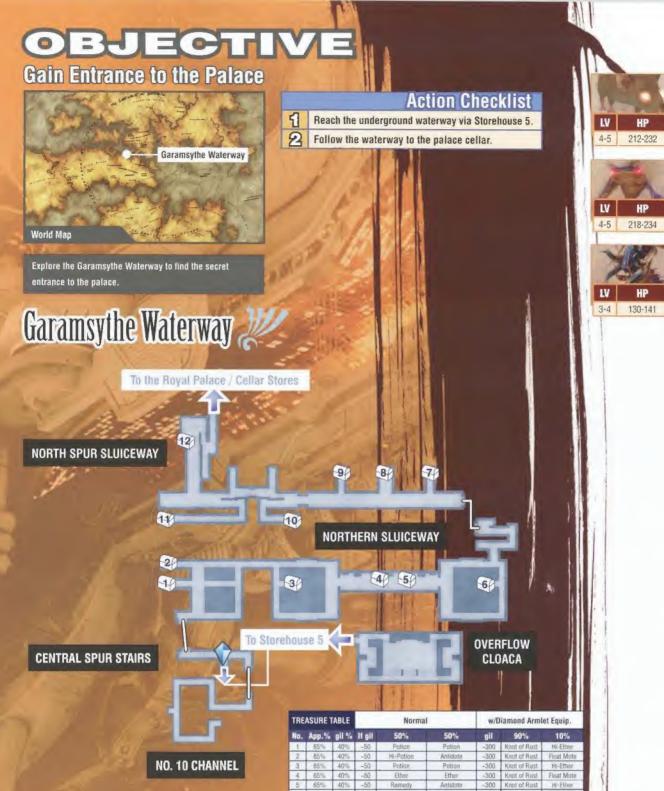
Dire Rat

54-56 1

Steeling

Chilhon

EXP LP



lo.	Арр.%	gil %	If gil	50%	50%	gii	90%	10%
1.	65%	40%	-50	Potion	Potion	-300	Knut of Rust	Hi-Ether
2	65%	40%	-50	Hi-Potion	Antidote	~300	Knot of Rust	Float Mote
3	65%	40%	~50	Potion	Potion	-300	Knot of Rust	Hi-Ethor
4	65%	40%	-50	Ether	Ether	-300	Knot of Rust	Float Moto
5	65%	40%	~50	Remedy	Antidote	-300	Knot of Rust	Hi-Ether
6	65%	40%	-50	Potion	Potion	-300	Knot of Rust	Float Mote
7	65%	45%	~40	Phoenix Down	Phoenix Down	-300	Knot of Rust	Remedy
8	65%	45%	-40	Hi-Potion	Ether	-300	Knot of Rust	Elixir
9	65%	45%	-40	Phoenix Down	Potion	-300	Knot of Rust	HI-Ether
10	65%	30%	-75	Dak Staff	Potion	-300	Knot of Rust	Hi-Ether
11	65%	45%	-80	Main Gauche	Main Gauche	-300	Knot of Rust	Gold Needle
12	65%	65%	-80	Pation	Policin	-300	Knot of Rust	Vanishga Mote
								1

Get into the Waterway

Use the Location Map to navigate to the flashing red 'X' up in the northwest corner of Lowtown and go through the doors of Storehouse 5 to where Kytes is awaiting. He opens the left waterway door for Vaan, then offers some **Potions** and **Eye Drops**. (This provides a good clue as to what you'll run into below; you might want to find a merchant and buy more Eye Drops.) Go through the left storehouse door to enter the Garamsythe Waterway.

Kytes gets you through the previously locked storehouse door into the waterway.

Find the Palace Entrance

You start in the Central Spur Stairs. Go west and save your game at the blue crystal, then continue up the stairs and around the corner into the next section, the Northern Sluiceway. Continue to move eastward along the corridors. The route is essentially linear, but it's worth checking every alcove for treasure. (Check the map in this section for possible treasure locations.)





It may seem like a maze, but the route through the waterway is fairly straightforward. Look for treasures tucked into alcoves.

The next area, the North Spur Sluiceway, features a tough enemy, a flying fish called the Ichthon. It's easy enough to defeat in a one-on-one battle, but a fight against two of them may be tough because of their multiple-hit attacks. Continue to the final stairway and select "Climb the stairs," then "It's now or never" to enter the palace.

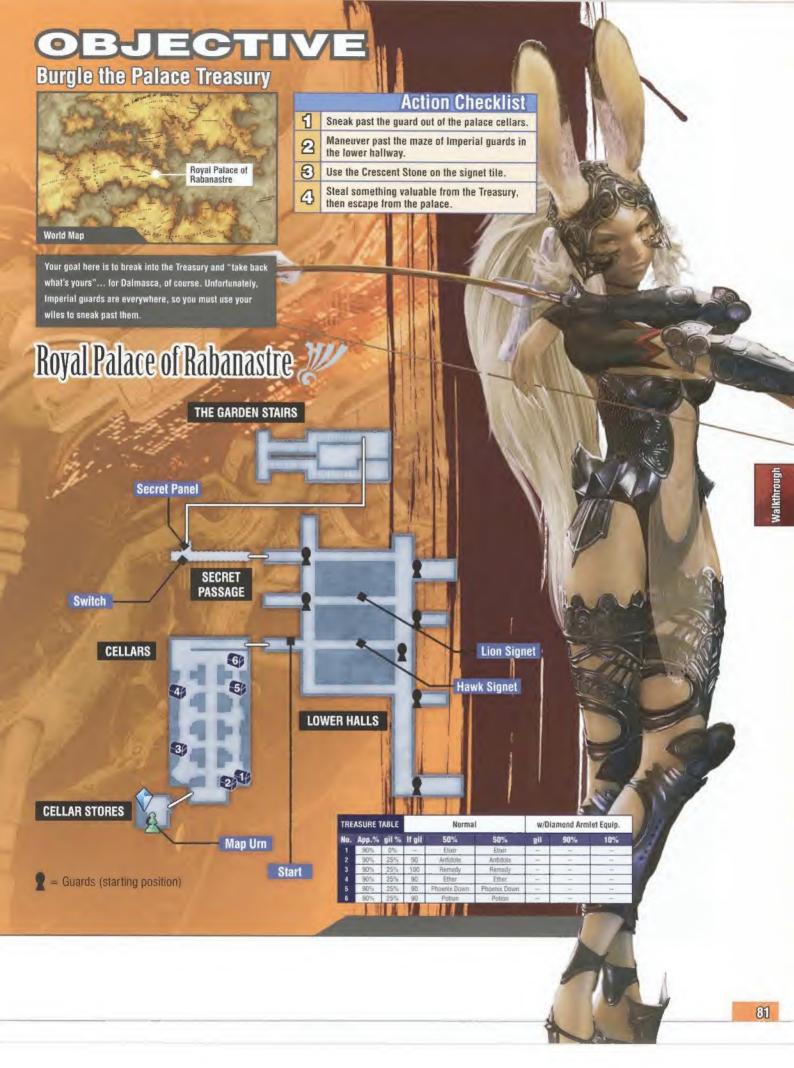
Vaan's climb up the secret stairs triggers a short but spectacular visual introduction to two important characters.





As fireworks punctuate the palace fete, two mysterious strangers arrive via hover bike. Who are they?





Sneak Out of the Cellars

Open the nearby Map Urn to obtain a full map of the Palace, then save your game at the Save Crystal. Exit the room via the east doors to enter the Cellars, where you find palace workers scurrying about preparing for the fete.



Nab the palace map from the urn and save at the crystal.

DON'T TOUCH THAT TREASURE:

Here's the second treasure to let stand if you want access to the powerful Zodiac Spear later in the game. Do not open the treasure coffer(s) in the southeast corner of the Cellars.

While you're here, try to find all the treasure chests on both sides of the room for the loot they contain. When you reach the far (north) end of the room, two Imperials give harsh orders to the work crew, threatening to punish anyone who leaves the cellar too soon.



The seeq empathizes with your "hunger" and offers to distract the guard so you can sneak upstairs.

Try to go upstairs. The guard stops Vaan and a seeq palace servant notices the attempt. Go talk to him; he kindly offers to help out.

When prompted, press to give a shout to the guard—
"Hey, bucket head!!" When the guard reaches the seeq and starts talking, rush toward the opposite wall and follow it around to the staircase, then hurry upstairs to the next area, the Lower Halls.



Hurry! The guard is distracted by the seeq! Get up those stairs.

Find the Signet Tile and Maneuver Past the Hallway Guards

Refer to the numbers on the map for the following steps. To find the signet and use the Crescent Stone while cluding the Imperial guards, you need to move *very* precisely. One wrong turn and you could get caught, and have to start over.

From the starting point, walk directly east until you reach the Hawk Signet on the floor (marked as #1 on the map). Note that a pair of guards stands further down this corridor. Press to examine the



The Hawk Signet is gorgeous but doesn't respond to the Crescent Stone.

★ to examine the signet, then try to use the Crescent Stone. Nothing happens.

Take a few more steps toward the two guards and press • to call them "bucket heads." Then quickly turn and run back west; turn left at the intersection, heading south. The guards leave their post and give chase as far as the intersection, but then halt and stay put. Turn left again at the next corner, heading east, and left again at the next corner to head north.

Stay on the left side of the hall while running north to the *second* left turn. Take it and go halfway up the hall until you reach the Lion Signet on the floor (see #2 on the map). Note the three guards at the far end of this corridor. Use the Crescent Stone here and it flashes light to a secret passage at the far end of this corridor. Aha!





The Lion Signet lights the way to the secret passage.

Turn around and go back to the intersection, then turn left and head north. At the last corner, turn left again to see the single guard at the far end. Go a little past halfway down the corridor (to #3 on the map), press • to call the guard, then turn around and sprint away. Remember: Don't get too close to the Imperials!

OBJECTIVE Burgle the Palace Treasury

Turn right at the corner and take the next right to return to the Lion Signet on the floor. Walk west past it a few steps (#4 on the map) and call the three guards. Turn and run away again by sprinting to the corner, turning right, and heading south.



The key is to lure guards down to the west end of the room to clear the path to the Lion Signet, then lure them all back the other way to clear the path to the secret passage.

Take the next right to move up the corridor past the Hawk Signet to #5 on the map and call to the guards at the far end of the hall and run away. The coast is clear to your final destination! Turn right at the next three corners to reach the long hallway running north and south up the west side of the hall. Follow it to the last corner and turn left (to #6 on the map).

Examine the "Faint Light" in the grating, then select "Approach the wall" to enter the secret passage. Oops— the passage door slides shut behind Vaan, locking him in.





Examine the "Faint Light" coming from this grate to gain entrance to a secret passage.

Find the Treasury

Go to the end of the hall and examine the wall on the left (south) side. A switch! Use the switch to unlock the "Suspicious-looking

wall" on the opposite side of the hall. Examine the wall to open a secret panel and enter. This triggers an event in which Vaan browses through the Treasury and discovers a gem-like stone.



The two characters introduced earlier, Balthier and Fran, burst in and demand the stone. Vaan refuses to hand it over: "I found it! It's mine!" (Good logic.) It looks like a classic standoff between thieves, but Imperial intruders break up the party.







Escape the Palace via the Waterway

After an event, Vaan ends up at the foot of the Garden Stairs. Climb the stairs to trigger a wild event. A pitched battle is being fought outside! Vaan ends up "escaping" on a hover bike with Balthier and Fran, but they don't get far; the bike breaks down.



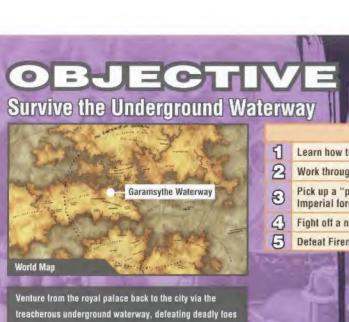


Balthier comments again on the presence of the powerful Imperial airship, the *Ifrit*. He decides you need to escape "the old-fashioned

way," on foot through the waterway. Thus Balthier, a hume sky pirate, and Fran, a viera, now join your party.







Action Checklist

- Learn how to use the Gambit system.
- Work through the waterway canals.
- Pick up a "party guest" and defeat a powerful Imperial force.
- Fight off a nasty Flan ambush.
- Defeat Firemane, the game's first real boss.

Gigantoad EXP LP 131-133 341-361

Imperial Swordsman EXP HP 229-237 65-85

Flam 280-294 200-207 1

Dire Rat

54-56

212-232

EAST WATERWAY CONTROL

Steeling HP EXP 282-298

Garamsythe Waterway

To the Royal Palace / Cellar Stores

NORTH SPUR SLUICEWAY

EAST SPUR STAIRS

OVERFLOW

NORTHERN SLUICEWAY

CENTRAL SPUR STAIRS

CENTRAL WATERWAY CONTROL

Battle

NO. 10 CHANNEL

13

WEST SLUICE CONTROL

D

10

SOUTHERN SLUICEWAY

EAST SLUICE CONTROL

NO. 11 CHANNEL

Chost 328-340 136-142 1

Garchimacera 287-317 125-137

Learn Gambits!

This is a different part of the waterway now: you start at the East Spur Stairs. Save your game at the Save Crystal nearby and head downstairs for a quick Gambit tutorial. Follow it carefully, and take note of Balthier's advice: "Vitality before violence." In general,

you should put healing/repair gambits before fighting gambits in your task order. (Again, for a more in-depth look at Gambits, see the "Gambits" chapter in this guide.)







Here's a good opening arrangement of Gambit setups for your three party members. An alternate tactic is to flip-flop Vaan's gambits so his attack gambit is first and the Cure gambit second. That way, he focuses on inflicting damage while Fran and Balthier perform the healing. Note, however, you will have to manually choose the leader's target.

TRE	ASURE 1	ABLE		Normal		w/D	liamond Armb	et Equip.
No.	App.%	gil %	If git	50%	50%	gii	90%	10%
	75%	30%	-45	Potion	Eye Draps	-300	Knol of Rust	Ellxir
2	75%	30%	-45	Potion.	Potion	-300	Knot of Rust	Elixie
3	75%	30%	-70	Hi-Potion	Hi-Potion	-500	Keet of Rust	Hi-Ether
4	80%	30%	-45	Potion	Ether	-	-	-
5	65%	30%	-50	Long Sword	Antidote	-		-
6	65%	30%	-80	Escutcheon	Escutcheon	-	-	
7	70%	50%	-80	Leather Armor	Phoenix Down	-		
8	80%	30%	~100	Pation	Eye Drops	-	-	
g	100%	0%		Leather Shield	Hi-Potion	24		77
10	100%	0%		Dagger	Phoenix Down	-	**	100
11	100%	0%	No.	Phoenix Down	Red Fang			
12	73%	30%	-100	Potion	Phoenix Down	-		
13	65%	35%	-200	Cotton Shirl	Phoenix Down	П	AL.	
14	73%	30%	-400	Foe: targeting self	Petion	-	20	-
15	73%	30%	-300	HI-Pohan	Hi-Potion	-		-

After the tutorial, open the Party Menu and check out the party's Gambit setups. Vaan has only one gambit active; create a second one with the condition "Ally: HP<70%" and set the action to "Cure." Then turn that gambit on and move it up into the first slot, ahead of Vaan's attack gambit. Now Vaan will stop fighting and cast Cure on any ally (including himself) whose HP drops below 70 percent. Or, you could just leave the attack gambit first if you want Vaan to focus on fighting, leaving the in-battle healing to others in the party.

Open Balthier's Gambits and change the condition in his second one (an attack Gambit) to "Foe: party leader's target." In general, it's better to have your entire party focus one target at a time because concentrated attacks bring down foes more quickly.

Finally, open Fran's Gambits. Move the first gambit, "Attack the leader's target," down to the second slot. Then change the first slot so she casts Cure whenever an ally's HP drops below 70 percent.

These are just suggestions, mind you. Feel free to experiment with the order and type of gambits in the early going until you get a feel for how they actually work on the ground. And read the chapter in this guide on Gambits!

Move Down the Eastern Waterway

Now examine the fallen soldiers lying nearby. Balthier identifies them as anti-imperial insurgents who infiltrated the area, hoping

the Imperial guard would be distracted by the palace fete. He speculates that Vayne used himself as bait to draw them in, then sent in his powerful air brigade led by the *Ifrit* to crush the resistance.



Head down the waterway into the next area, the East Waterway Control, Turn left to nab the Look at the fallen soldiers to get Balthier's explanation of the night's hostilities.

full waterway map from the Map Urn, then continue along the route. As in the west waterway, the eastern route is essentially linear, although there are a few treasures tucked into alcoves and dead ends. (Refer to the maps in this section for possible treasure locations.) Fighting rats and bats is much easier with Balthier's gun and Fran's bow backing up Vaan.



Don't use Polions or Hi-Polions for healing unless you need a quick emergency boost of health, or if you've expended all your MP in the heat of battle. Since MP regenerates as you move around, use your party's Cure spells for healing as much as possible.

Continue south through the East Waterway Control into the No. 11 Channel. This is where the party encounters the Gigantoads, formidable Level 5 foes. If you have Libra active, however, you'll see that Gigantoads are weak against the Fire element, so open the Party Menu and set up a gambit to accommodate the situation.

Luckily, Fran can cast the Fire magick, so adjust her attack gambit so that when she targets an enemy, her action is Fire instead of Attack. After you finish off the four toads in the area, switch Fran's "foe" gambit back so its action is a regular Attack.



Switch Fran's Gambit sequence so she attacks with Fire magick instead of her normal bowand-arrow attack. This will help against the Gigantoads, who are weak against the Fire element.

Upon reaching the East Sluice Control area, your general direction becomes west and, yes,

there is a Save Crystal. Save your game and proceed down the stairs to trigger an event. Up ahead, Vaan and the party spot an approaching squad of Imperial soldiers chasing a woman in a red skirt-the same woman you saw earlier in the brief event in the waterway where the resistance forces were rallying for the palace assault,





The woman fights valiantly, but she's outnumbered four to one. The Imperials trap her on a ledge. Her doom looks imminent... until Vaan sprints out into the open, calling for her to jump. She does and Vaan catches her. Saved!





Naturally, the Imperial guard isn't too pleased with this turn of events. Here comes the first serious action against the Empire!

Defeat the Imperial Foursome

The area gates swing shut behind your party as the action begins; no retreat is possible. If your party's gambits are set as suggested earlier, though, you should have no problem with this fight. The woman joins your party in this fight, but she fights independently; you have no control over her.



STAY FOCUSED

When lighting multiple foes, focus your party's fury on one target at a time. If everyone's attack-related gambit is set to attack the leader's target-i.e., "Foe: party leader's target"-your party leader basically selects everyone's target when he selects his own larget. This takes out targets faster.



The rebel woman fights independently, attacking whichever enemy is nearest.

One of the Imperial Swordsmen has a Protect spell cast, so save him for last. When the last enemy falls, the gates reopen followed by another event that introduces the woman as Amalia, Suddenly, the stone Vaan took from the palace treasury starts to glow. What is it?





Fran and Balthier want to move on immediately, so Vaan invites Amalia to join the party. When control returns to Vaan, the gates have reopened, so go back upstairs to the Save Crystal, heal up, and save your

game. Then go back downstairs and approach Amalia to trigger one last event. She agrees to travel with the group... but only as a guest, which means you still have no control over her actions,





OBJECTIVE Survive the Underground Waterway

Fight Off the Flan Ambush

Continue pushing to the west and move into the Southern Sluiceway, which is a big open area just perfect for an ambush. Sure enough, as the party enters, four slimy Flan monsters surround the group. These nasty beasts cast Blind against your party, so prepare to use Eye Drops on anyone afflicted with the Blind status effect. All escape routes are sealed, so you must fight or die.





The Flan ambush includes one slimy fellow who drops from the ceiling. Keep your eyes clear!

CLEAR YOUR EYES

Remember that Eye Drops will remove the Blind status effect.

This is a tough fight. The Flan beasts cast Cure on each other, so just when you think you've got a gelatin-head on the ropes it may

suddenly get a health boost. Don't be dismayed if a party member gets KO'd, however. Just use a Phoenix Down to revive him/her along with a quick Potion to boost HP.



Flans are weak against Fire, so switch Fran's attack gambit action from Attack to Fire.



Although not technically a boss battle, this fight is long and tough enough that the game displays a congratulations screen when the last Flan finally melts into oblivion. Good work! Now it's time to move on.

Get to the Waterway Exit

The passages open back up once you defeat the Flans, so backtrack to the East Sluice Control and use the Save Crystal again. Then



New enemies like the Garchimacera keep things interesting as you push through the underground.

go west two areas to the West Sluice Control and start heading northward from there. Watch out for some new enemies, the Ghost (weak against Cure magick) and the Garchimacera (weak against the Water element).

Proceed through the No. 10 Channel until you reach the Central Waterway Control, a semicircular area with a set of four rusted, locked mechanisms used for operating sluice gates. There is also a handy Save Crystal near its north exit. Recharge and save, then go through the door that leads north into the Overflow Cloaca.

Firemane

LVL	HP	EXP	
7	3571	0	3
Steal	Potion, Phoe	enix Down, Gri	moire Togail

The doors clang shut behind the party. That's never a good sign. Suddenly, a fireball blows into the room and changes into a flaming stallion: Firemane! This boss is weak against the Water element, but you do not have the Water spell at this point in the game, so just launch normal attacks. Do not let Fran attack with Fire magick!





Firemane's super attack is a blistering inferno called Bushfire that inflicts massive damage and sometimes Poison.

If you haven't done so already, you may want to move Vaan's attack gambit above his Cure gambit. All party members will spend a good portion of this battle with less than 70 percent of their normal HP, so Vaan may spend too much time curing and not enough time hitting Firemane with sword attacks.

From time to time, Firemane will teleport around the room so rotate the camera to locate his new position. Amalia is a very valuable ally in this fight; aside from her Potions and attacks, she also automatically uses a Phoenix Down whenever an ally gets KO'ed. So keep Amalia healthy with Cure and Potions if her HP gets too low. With good Cure gambits in place, you can outlast this boss without too much trouble.

The equine beast occasionally rears back and kicks out the powerful Bushfire attack that inflicts Poison in addition to dealing heavy damage. When an ally is poisoned, be quick to administer an Antidote,

Use Those Antidotes

Yes, the victory over Firemane is bittersweet, as Imperial troops under the direct command of Lord Vayne suddenly burst in and seize the entire party, including Amalia. As they are led away in chains, Amalia pleads for their release, but to no avail.







OBJECTIVE Survive the Underground Waterway





Escape the Nalbina Dungeons!



Find a way out of this godfersaken oubliette.

Nalbina Dungeons

Action Checklist

- Defeat the three seeg prisoners in the Arena.
- Fight through the Imperial watch to the magick-sealed door.







Imperial Swordsman

in I	A SECTION AS		
LV	HP	EXP	LP
5	190	0	2

Imperial Pilot

AND THE STATE OF T									
HP	EXP	LP							
115-148	0	2							
	III.	III EAF							



TRE	ASURE 1	ABLE		Norma	1	w/Diamond Armlet Equip.			
No.	Арр.%	gii %	lf gil	50%	50%	gif	90%	10%	
1	100%	0%		Knot at Rust	Knot of Rust	-		-	
2	100%	0%	ė.	Knot of Rust	Knot of Rust	-			
3	100%	0%	1.0	Knot of Rust	Knot of Rust	-	-	-	
4	100%	D%	-	Knot at Rust	Knot of Aust	-to-		-	
8	100%	0%	_	Tourmaline Ring	Tourmaline Ring		-		
ð	100%	100%	318	-		ala de	-	-	
	100%	0%		Foe: targeting feader	Foe. targeting leader				
8	90%	0%	-	Knot of Rust	Aero Mote	44			
9	90%	0%	940	Knot of Rust	Chromed Leathers	-	-		
10	90%	D%		Knot of Rust	Knot of Rust	-	-		
	90%	8%		Knot of Rust	Ally: HP < 60%	and the last	-		
12	90%	0%	-	Knot of Rust	Ether	, do	-	- 14	
13	90%	0%	***	Knot of Rust	Foe: largeting ally				
14	90%	0%		Knot of Rust	Water Mote		-		

Defeat the Seeq Prisoners

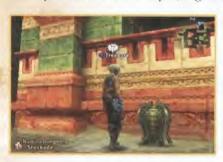
Vaan awakens from his dream about Reks to find himself in the infamous Nalbina Dungeons, with Balthier nearby. Not a pretty place—as Balthier explains, "It's not even a proper dungeon. They just sealed off the bottom half of the fortress." If you check your equipment and items, you'll find that you don't have any. The Imperials took your stuff!





Maybe you should just go back to sleep, old chap.

The dungeons are grim, but there is treasure to find... if you like Knots of Rust. Explore the Stockade area and search for chests. Each one contains a Knot of Rust. What good is a Knot of Rust? Actually, it makes a decent weapon, so grab all you can. Talk to



Find the four treasure chests, each of which contains a **Knot of Rust**.

your fellow inmates while exploring the area, too. You'll hear a lot about some brutal fellow named Daguza. Important: Save your game here at the Save Crystal hefore you go through the next doorway into the Arena!

First, an event shows some vicious seeq prisoners beating a helpless bangaa prisoner. When Vaan protests, he ends up in the Arena for a blood sport event pitting him, unarmed, against three massive, club-wielding seeq bosses. Luckily, Balthier joins the fray in the Arena with the taunt: "I said you're the one who stinks, hamshanks. Hear me now?"





Daguza, Galeedo, and Gwitch are three dim bulbs to be sure, but like all seeq they love a good fight. Give them what they want! Try to keep your distance at first (although it's kind of difficult to get separation in the right arena) and fling a couple of precious Knots of Rust at either Galeedo or Gwitch to take down one of them quickly. Each knot deals a good 30 to 40 points of damage! Or, if you have

unlocked the Black Magick 1 license for Vaan or Balthier, light them up with Fire magick for massive damage. Remember that your gambits are still working, so Vaan's attack (assuming he's your leader) will focus Balthier's fists on that target too.



Sling rust at these bad boys to inflict good damage.



Remember that your magick and technicks are still available, so use Cure when either Vaan's or Balthier's HP drops below the halfway mark. If you're feeling lucky, try to steal from one of the seeq, but be careful!

A victory over the seeq triggers a long event in which a nasty green bangaa "headhunter" named Ba'Gamnan appears, looking for the

sky pirate. It seems Balthier has a price on his head, Fran appears too; she's found a way out of the dungeons. But the magick sealing the exit door is too strong for her.







Vaan and Balthier slip underneath an exit gate just before an imposing new menace makes its appearance: an armored Archadian Judge. Judges are the elite guard and the enforcers of the laws of the Archadian Empire.



As the event ends, the bangaa headhunter Ba'Gamnan orders his minions to find the sky pirate. Balthier decides to follow the Judge, hoping the Imperials will unwittingly lead the party out of the dungeon.



Find the Dungeon Exit

The party ends up in the Confiscatory near a blue Save Crystal. Walk forward to trigger a short event where the party members recover all their lost items and equipment. The party also receives a handy map of the Nalbina Dungeons. Then save your game at the crystal,



Your stuff is in the Confiscatory, and you automatically get it all back, plus a map.



DON'T TOUCH THAT TREASURE: PART 3

Here's the third treasure to let stand if you want access to the powerful Zodiac Spear later in the game. Do not open the treasure coffers in the Confiscatory after you recover your lost equipment.



LICENSE UP

You should have enough LP to make some good license purchases now. Consider getting Balthier the Cure Spell (White Magick 1), Vaan the Fire Spell (Black Magick 1) and perhaps an additional Gambit slot or the "+50 HP" augment license for each of the party members.



Head east into the next area: the Black Watch. A brief event shows the door shutting behind your party and a quick overview of the Imperial-infested corridors up ahead.





There are a number of treasure coffers here, plus 14 patrolling Imperials. You can try to sneak through the watch, but it's probably better to fight your way through, as you will gain valuable EXP, LP, and loot. Plus you'll put together a Battle Chain, since all

Imperial soldiers (e.g. Swordsman, Hoplite, Magus, Pilot, and Marksman) are considered the same "type." When a Battle Chain gets high enough, fallen foes may drop better items.



Plenty of Imperial-type soldiers patrol here, so you can string together a good-sized Battle Chain for better items.

OBJECTIVE Escape the Nalbina Dungeons!

Avoid going to the north-central part of the watch area until you've cleared out treasure and foes everywhere else. When you approach the hallway leading to the magicked door (see the map), you trigger an event. Balthier spots the Judge's party, including a mage, moving through the watch; your party silently follows them.

When the Judge's party reaches a sealed door, the mage casts a powerful spell that opens the passage. Thanks, buddy! When control of your party returns to you, lead them through the opening.







This triggers another event in which the party discovers a prisoner held in a brutal isolation chamber. The Judge speaks to him: the prisoner is Basch, former captain in the Order of the Knights of Dalmasca and the man who apparently assassinated the king. The Judge announces that the woman Amalia, a leader of the insurgence, is being brought from Rabanastre.





When the Judge leaves, Balthier leads your party out to the prisoner, Basch. When Balthier calls him a "kingslayer," Basch denies killing

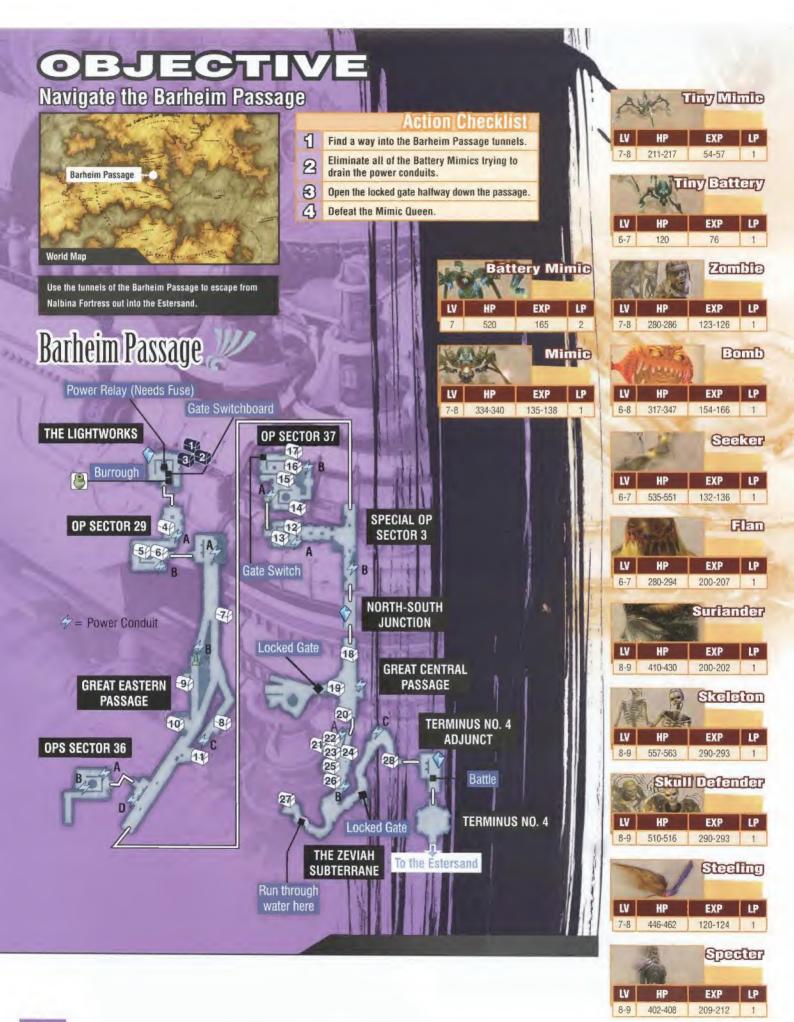
Raminas. Fran feels the Mist strongly in this room: "It must be going somewhere," she says. After Vaan vents his anger at Basch, Fran drops the cage and she and Balthier jump aboard.





After a fade to black, you see the cage shattered and Basch freed. Over Vaan's vehement objections, Balthier invites Basch to join the party, saying, "We could use another sword-arm." Basch joins as a guest. Again, this means that you have no control over his actions. You are now in the Barheim Passage.





Fire Up the Power Relay and Open the Gate

Things start out in the Lightworks. Go down the first flight of stairs and turn right into an alcove with three treasure coffers.

Open all three to obtain a lot of gil. Continue down the next flight of stairs and turn left onto the short ramp that leads to the center column. There. press the switch located on the "Timeworn Device." Nothing happens and Balthier speculates that the fuse must be blown on this central power relay.



Burrogh has a fuse plus a comprehensive store of equipment and other essential items. Do some shopping before going any further.



The power relay has blown a fuse. Check downstairs with Burrogh for a replacement.

Continue downstairs. Go past the Save Crystal for now and talk to Burrogh, the bangaa sitting by the gate. He states that the collapsed cage (the one your party caused) blocked the easy way out of this passage. The only way out now is via the old Barheim tunnels, which are currently blocked off by a giant gate. However, Burrogh does have something for the power relay; he hands over a "Tube Fuse."

TRE	ASURE 1	ABLE		Norma	al	W/D	iamond Arm	let Equip.
No.	App.%	gil %	If gil	50%	50%	git	90%	10%
	100%	100%	-333		-	-5000	-	-
	100%	100%	-555		-	-5000	-	^
3	100%	100%	-777		-	5000	-	
4	80%	30%	~300	Onion Arrows	Onion Arrows	~300	Knot of Rust	Hi-Ether
5	80%	30%	-150	Eye Drops	Antidote	~200	Knot of Rust	Hi-Ether
6	80%	30%	-100	Phoenix Down	Antidote	-200	Knot of Rust	RI-Ether
7	80%	25%	-150	Antidote	Antidate	-1000	Knot of Rust	Hi-Ether
8	80%	25%	-200	Potion	Onion Shot	-1900	Knot of Rust	Hi-Ether
9	80%	25%	-200	Potion	Ally: HP < 40%	-1000	Knot of Rust	Hi-Ether
10	80%	25%	~200	Potion	Ether	~1000	Knot of Rust	HI-Ether
11	80%	25%	-100	Remedy	Remedy	-1000	Knot of Rust	Hi-Ether
12	90%	5%	-650	Pation	Onion Arrows	~2000	Knot of Rust	Elixir
13	90%	50%	-350	Pation	Phoenix Down	-650	Knot of Rust	Etitele
14	80%	30%	-200	Potion	Headgear	-500	Knot of Rust	Warp Mole
15	80%	20%	-200	Phoenix Down	Brickler	-500	Knot of Rusi	Warp Mote
16	80%	20%	-100	Potion	Leader	-500	Knot of Rust	Warp Mote
17	60%	35%	-500	Mage Masher	Mage Masher	-1200	Knot of Rust	Warp Mote
18	83%	70%	-100	Politin	Loather Helm	-800	Knot of Rust	Elixir
19	83%	20%	-320	Potion	Echo Herbs	-800	Knot of Aust	Elixir
20	83%	25%	+190	Potron	foe: HP ≥ 50%	~800	Knot of Aust	Elixar
21	77%	30%	-100	Potion	Light Woven Shirt	-500	Knot of Rust	Hi-Ether
22	77%	30%	-70	Phoenix Down	Hi-Potion	-400	Knot of Rust	HI-Ether
23	77%	30%	~90	Potron	Ether	-400	Knot of Rust	Elixer
24	77%	30%	~180	Water Mote	Antidote	-550	Knot of Rust	Hi-Ether
25	77%	30%	-150	Phoenix Down	Phoenix Down	-500	Knot of Rust	HI-Elher
28	77%	30%	-120	Potion	Sell	-600	Knot of Aust	Elhair
27	85%	15%	-560	Phoenix Down	Oaken Pole	-1800	Knot of Rust	Scathe Mot
28	60%	30%	-200	Potion	Hi-Potion	-650	Knot of Flust	Hi-Ether

Burrogh also happens to run a little side business, so sell him all your loot (except Teleport Stones), then check out his wares and upgrade if possible. Don't forget that you need a license to equip any weapons and armor you purchase. Perhaps the best thing to buy is the Blizzard spell; it will be very effective in some upcoming fights. (You need the Black Magick 1 license for Blizzard as well.)

When you're finished with business, go back upstairs and install the Tube Fuse in the power relay. A gauge appears in the right-hand corner of the screen indicating how much of the charge remains. Right now it's at 100 percent. Now save your game at the Save Crystal.

GOOD SPELLS

Blizzard is a very helpful Black Magick spell to have in the Barheim Passage. The elemental Ice damage it inflicts is quick and lethal against the Battery Mimics you must eliminate in the tunnels. Buy Blizzard from Burrogh and try to get it licensed for all three of your party members.

Buy Blindna and Poisona, too, then spend LP on their licenses if you can afford it. Whenever possible, you want the power to remove status effects with White Magick, which is renewable, rather than with items like Eye Drops or Antidotes, which can be used up.

Go down and try the Gate Switchboard on the wall next to Burrogh. If you replaced the fuse in the power relay, the gate opens and the charge drops to 70 percent. (If you didn't replace the fuse, the gate doesn't work.) Pay very close attention to what Burrogh says next. He explains that as long as the lights are on, the Barheim Passage

isn't so bad. If the charge drops below 30 percent, though, "fierce beasts start comin' out in the dark." Also, if the power drops below 50%, Zombies and Skeletons will appear. If it drops below 30%, Specters and Skull Defenders will emerge. There's even a chance that the Battle Mimics will respawn if the gauge is between 31-50%.



Good news: the gate opens. Bad news: the charge drops to 70 percent.

This is very, very true. The entities that arise in the darkness will overwhelm your party very quickly. Therefore, it is essential that you keep the lights on. Unfortunately, annoying spider-like creatures known as Battery Mimics roam the passages, feeding on energy conduits and draining power from the system. The party's next task is to eliminate these pests to keep the charge above 30 percent, To get started, head through the gate into Op Sector 29.

Stop the Mimics from Draining Power in Northern Barheim

Two shimmering Battery Mimics lurk in the next area. Balthier provides a quick lesson on the creatures and warns you to stop them from feeding on the power conduits. There are two conduits in Op Sector 29. Refer to the map in this section for their locations, or locate the flashing icons on the area map.





The Battery Mimic will suck power right out of the system if you give it a chance. Knock out this foe before it can drain power to below 30 percent—otherwise, ghastly fiends will arise.

Rush to attack Battery Mimic A, which is feeding on the conduit (see callout "A") just ahead. A second one, Battery Mimic B, scurries away as you attack. It is heading for another conduit downstairs, but let it go for now. Instead, focus your attention on the first Battery Mimic. A Zombie staggers into the fray, but remain focused on the task at hand.



As soon as the first Mimic gets knocked out, press and hold the R2 button and hurry through the doorway. Sprint downstairs, ignoring any other creature that approaches along the way. Battery Mimic B is greedily draining energy from another conduit (see callout "B"),



Just ignore the Zombies and Tiny Mimics until both Battery Mimics in Op Sector 29 are eliminated. so you need to stop it fast. When you reach the foe, hit it with Blizzard. Once Battery Mimic B goes down, the power charge will stabilize and you can take a bit of time to mop up Op Sector 29.

After eliminating all of the monsters and finding the treasures, move into the next section, the Great Eastern Passage. Check the area map to see the four power conduits located in this long sector. Two more Battery Mimics hunker just ahead; as you approach them, one feeds on the nearby conduit (see callout "A") while the other hurries off down the tunnel.

As before, climinate Battery Mimic A, then press and hold the R2 button and "flee" down the long passage looking for Battery Mimic B, ignoring other creatures for now. When you arrive at the fork in the tunnel, veer up the right fork to find Battery Mimic B gorging on yet another power conduit (callout "B"). After you knock out this mimic, note that a Map Urn rests just below the party, cut off by the break in the tracks.

Retrace your path to the tunnel fork, find the treasure chest in the nearby alcove, then take the other (left) fork in the path. (Or go back north up the tracks and dispose of all the baddies you ignored earlier.) At the next split, take the right fork; you run smack into

Battery Mimic C.
After hitting Mimic C, it runs past and down the left fork to another dead-end power conduit (see callout "C"). Chase it down, once you knock it out, return to the split and take a hard left to go southwest.



Don't miss this Map Urn located up one of the side spurs.

Continue until you can curve around a corner to the right and head northeast. This leads back to the Map Urn, plus another treasure hidden in an alcove. At last, a full map of the area! The map reveals one more conduit (see callout "D") here in the Great Eastern Passage, so head down the tracks toward it. Find and defeat Battery Mimic D to wrap up this area.

A door next to the conduit leads west to Op Sector 36. This area is optional, actually; you can skip it if you want, but why would you pass up a chance to knock around more Mimics? There are two more Battery Mimics here feeding at two more conduits—one



Two more Battery Mimics feed in Op Sector 36. Teach them how power corrupts.

upstairs (see callout "A") and one downstairs (see callout "B"). Nail them both, mop up the little spiders, and return to the Great Eastern Passage. Finally, continue south into Special Op Sector 3.

OBJECTIVE Navigate the Barheim Passage

Open the Gate in Central Barheim

You must still find and squash hungry Battery Mimics in the central part of Barheim Passage, so don't forget about that. But you also find a locked gate barring southern passage through Special Op Sector 3. Battery Mimic B will meander to the conduit to the south (see callout "B"), so quickly cast Blizzard on it.



Two Flan creatures block passage into the west chamber of Special Op Sector 3 where a Battery Mimic is draining power. Hit them with Fire spells for quick disposal.

Hurry west toward the next room. Two creepy Flan foes drop into your path; flame-broil them with Fire spells. (Just two shots of Fire should be enough to melt each one.) Then continue downstairs.

Another Flan drops in, so dispose of it, then find Battery Mimic A munching away on the electric grid. Cast Blizzard on this fellow.

When he drops, explore the area for treasure chests.

Now climb the stairs (watch out for another Flan!) to another doorway that leads to a new area called Op Sector 37. You're looking for a Gate Switch to open that big southern gate, but two more Battery Mimics are feeding in here. One is just inside the entryway to the left (see callout "A" on the Op Sector 37 map) but the other one is downstairs, and another Flan drops from the ceiling to block your path. Fry him quickly and then move through the back hallway to find and eliminate Battery Mimic A.



After this beast falls, go around the corner heading west and climb up to the Gate Switchboard, burning the pair of Flans that drop in your path. Press the switch to open the gate back in Special Op Sector 3. Nab the treasure just down the corridor, then return to Special Op Sector 3 and move south (through the now-open gate) to the next area, the North-South Junction, to trigger a very interesting event.





Find this gate switchboard in the extreme northwest corner of Op Sector 37 to open the gate back in Special Op Sector 3.

This is where you learn what really happened in the room where King Raminas died. Basch's twin brother, the very same Archadian Judge we saw earlier in the Nalbina Dungeons, engineered the assassination trap and framed Basch. And it was his twin, and not Basch, who put the blade to Vaan's brother, Reks, as well. Complicated? Certainly. But as Balthier says, "The pieces certainly fit."





Vaan is not convinced, but there's no time to debate the past now. Current events are far too perilous. And, as the glib Balthier puts





it: "What's done is done." It's time to move on and leave these dank, dangerous tunnels. However, there is some good news for the team: Basch has picked up a sword and now deals more damage than before.

Before you take a step further, use the Save Crystal in the

North-South Junction, then continue south into the next area, the Great Central Passage.

Stop the Mimics in Southern Barheim

Yes, more hungry Battery Mimics lurk in the southernmost four areas of the Barheim Passage. But only one feeds on power in the Great Central Passage; it's just up ahead on the left. Nail him immediately.

Beware of any treasure you find in this area, though. Some Mimics disguise themselves as treasure coffers. It doesn't get any lower than

that, so make them pay. These Mimics are weak against Wind damage, but chances are good you haven't purchased Aero (a Wind spell) yet, so save your MP and take them down with conventional attacks.





Some sneaky Mimics disguise themselves as treasure in the southern regions of Barheim. What treachery!

You can't get through the locked gate to the west right now, so continue south down the passage to the next area, the Zeviah Subterrane.

West Gate to Zalera

The locked gate on the west wall of the Great
Central Passage leads to the Esper Zalera later in
the game. It's the final portion of a very long side quest. You
can't reach this area until the party obtains the Barheim Key
and finds the secret entrance in the Dalmasca Estersand's
Murmuring Detile area. For more on this, see the Zalera
section in our "Side Quests" chapter.

The Zeviah Subterrane is a large area with three power conduits, each with a power-draining Battery Mimic. More of those annoying Tiny Mimics harass the party, as well as Surianders, huge toad-like creatures. Don't get distracted from your primary task,

though. If you let even one Battery
Mimic drain the power gauge below
50 percent, Skeletons and Skull Defenders will rise in pairs from the ground. Stay completely focused on finding the three feeding Mimics.



Don't let Tiny Mimics distract you from the task of protecting the conduits.

Battery Mimic A lunges at the party the moment they enter the Zeviah Subterrane, so this one should be easy to knock out quickly. The next one, Battery Mimic B, feeds on a conduit just ahead to the left. But the third Battery Mimic is a bit further away, up the tunnel to the northeast (see callout "C" on the Zeviah Subterrane map).



Like Battery Mimics, the Suriander is weak against the Ice element, so cast Blizzard for a quick defeat.

After eliminating all three Battery Mimics, retrace your route through the area, clear out any enemies and take any treasure. Then return to the northeast passage and proceed into the Terminus No. 4 Adjunct to find a Save Crystal. Prepare for a boss fight! If any of your characters can cast Protect, do so on all members of your party. When you're ready, save your game and rush into the next area, Terminus No. 4.

OBJECTIVE Navigate the Barheim Passage

Mimic Queen

LVL	HP	EXP	
10	4073	0	5
Steal	Knot of Rust Corsage	t, Storm Magi	cite, Rose

During this battle, it's best to ignore the smaller Tiny Batteries and focus solely on the queen. Her minions will feed on power and the charge will drop. Don't worry about that, though; the moment the Mimic Queen falls in defeat, the battle ends, so keep your attacks concentrated on her.

The Mimic Queen thrives on electricity, so do not cast Thunder spells as she absorbs lightning. However, she is weak against Blizzard's Ice damage. Don't overdo it, since you want to save some MP for Cure spells. Nine or 10 Blizzard hits

Afford Green

Afford Green

Finy Battery A

Tiny Battery B

Tiny Battery B

Tiny Battery C



The Queen doesn't like ice, so give it to her. Standard weapon attacks inflict good damage too.

should knock down the Mimic Queen's HP to about halfway, but your characters' MP will start to dwindle.

Regular attacks work quite well too, but make sure two of your three party characters (preferably those with ranged weapons) have gambits that heal anyone with HP<70 percent or even HP<50 percent first, with their attack gambits slotted second.

Basch, your guest character, is very effective during this fight, so keep him healed up. When you finally destroy the Mimic Queen, your party automatically escapes from the Barheim Passage out into the Dalmasca Estersand.





Nekhbet (Rare Game) 5-6 3963 625-629 3

TRE	ASURE 1	ABLE		No	rmal	w/E	liamond Arm	let Equip.
No.	Арр.%	gil %	lf gil	50%	50%	git	90%	10%
1	70%	60%	-50	Potion	Hi-Pation	-160	Knot of Rust	Ether
2	70%	60%	~50	Potion	Eye Drops	-160	Knot of Rust	Ether
.3	70%	60%	~50	Potion	Potion	-170	Knot of Rust	Ether
4	70%	60%	-50	Petian	Potion	-170	Knot of Bust	Ether
5	70%	60%	-120	Potion	Hi-Potion	-430	Knot of Rust	Hi-Pation
6	70%	60%	-45	Potion	Antidate	-155	Knot of Rust	HI-Potion
7	70%	90%	-80	Potion	Antidate	-200	Knot of Rust	Hi-Petion
8	70%	60%	-45	Potion	Escutcheon	-155	Knot of Rust	HI-Potion
9	70%	60%	-15	Potion	Potion	~30	Knot of Rust	Ether
10	70%	60%	-15	Potion	Potion	~30	Knot of Rust	Ether
11	70%	60%	-15	Potion	Potion	~30	Knot of Rust	Hi-Potion
12	67%	60%	-90	Potion	Hi-Potron	-500	Knot of Rust	Hi-Ethar
13	67%	40%	-90	Pation	Ether	~500	Knot of Rust	Elixer
14	87%	20%	-150	Potion	Echo Horbs	-800	Knot of Rust	Hi-Ether
15.	67%	25%	-90	Potion	Auro Mote	-500	Knot of Rust	HI-Ether
16	67%	35%	-90	Potion	Phoenix Down	-500	Knot of Rust	Hi-Ether
17	67%	90%	-90	Potion	Onion Botts	-500	Knot of Rust	Elixer
18	65%	35%	-120	Polion	Handkerchief	-400	Knot of Rust	Fil-Ether
19	65%	60%	-250	Potion	Echo Herbs	-700	Knot of Rust	Efixer
20	70%	30%	-70	Potion	Onion Shot	-200	Knot of Rust	Hi-Ether
21	70%	30%	-70	Potion	Gold Needle	-200	Knot of Rust	Hastega Mot
22	75%	40%	-70	Potion	Hi-Potion	-180	Knot of Rust	Hi-Ether
23	75%	40%	~100	Potion	Rod	-250	Knot at Rust	Elixer
24	75%	40%	-100.	Potion	Ether	-250	Knot of Rust	Hi-Ether
25	75%	40%	-70	Potion	Foe: nearest	~180	Knot of Rust	Hi-Ether_
28	67%	50%	-200	Petion	Phoenix Down	-620	Knot of Rust	Ellione
27	67%	50%	-150	Petion	Ally: status = Reflect	-390	Knot of Rust	Hi-Ether
28	67%	50%	-180	Potion	Eye Drops	-390	Knot of Rust	Hastega Mot
29	67%	50%	-150	Potion	Ether	-390	Knot of Rust	Elixer
30	67%	50%	-150	Petion	Antidate	~390	Knot of Rust	He-Ether
31	67%	50%	-120	Petion	Potion	-390	Knot of Bust	Hr-Ether
32	67%	50%	-100	Potion	Echo Herbs	-180	Knot of Rust	Elixer

Cockatrice

EXP

16-18

135-155

Dalmasca Estersand *W*

BANKS OF THE NEBRA

SAND-SWEPT NAZE

SOUTH BANK 26 31 32

MURMURING DEFILE

Barbican

VILLAGE

PASSAGE ENTRANCE

YARDANG LABYRINTH

To Giza Plains

THE STEPPING

To Rabanastre

Cross the Desert to Rabanastre

The party starts in the Passage Entrance area just outside the Barheim Passage. Use the Save Crystal and move west into the Sand-Swept Naze. The Naze is a big area with plenty of treasures and enemies, although most of the foes will seem weak after what you faced in Barheim.

One foe is very tough, though—a rare beast named Nekhbet. A full party of four can defeat him, but it's by no means easy. The beast casts Slow, a status effect that you can only remove with a Remedy at this point, since you don't have the Haste spell yet. When Nekhbet finally falls, you receive plenty of EXP and LP, so it's worth the effort.



Look for Nekhbet in the Sand-Swept Naze. He resembles a normal Cockatrice, but he's incredibly tough.

The next area to the south is the Yardang Labyrinth. Explore it fully for more treasure and easy fights (Wolves and Cockatrices, mostly) to build up LP. You may encounter a random bangaa hunter roaming the sands too. The green bar above his head indicates that he is non-hostile and the fact that you can't target him outright indicates that he is an "ally." Although you can attack him by selecting Attack from the battle menu and cycling through the

target types using the L1 or R1 buttons, it's in your best interest to let him be. NPC allies will occasionally cast beneficial spells on your party and help fight enemies. Continue southwest through the Outpost into The Stepping, the area where you defeated the Rogue Tomato.



The bangaa hunter wandering the desert is entirely neutral; you can target him by selecting battle/attack and pressing the R1 button twice. Note, though, that the bangaa is listed under the header "Allies."

The mighty Wild Saurian still paces in the northern part of The Stepping, and you should carry on avoiding him for now, as he's a level 34 beast. You can fight the Wolves and Cactites, though. At this point, you can decimate them with a single swing of the sword, so you can accrue LP quickly while moving across the desert.



You probably still can't defeat the Wild Saurian, but with the Bangle you can see his awesome Level 34 stats.

Upon reaching Rabanastre, the party splits up. Basch thanks the team and promises to pay his respects to Vaan's brother. Then Fran

and Balthier take their leave too, warning you to lay low for a while. They plan to stay in Rabanastre for some time.





Vaan wonders if he can trust Basch and decides he should get rid of the glowing stone he stole from the Royal Treasury. He wants to show it to Penelo first, though, who should be at Migelo's place this time of day.



Visit Migelo's and the Clan Hall



Kytes hasn't seen Penelo, but he says Old Dalan needs errands run. Vaan offers to go see the old man.

The party has disbanded, leaving Vaan all alone. Head up to East End and drop into Migelo's Sundries to trigger an event. Kytes tells Vaan that neither Penelo nor Migelo are around; he also says Old Dalan has an errand to run. Vaan volunteers to run the errand

for Kytes, marking a new destination on the area map: Old Dalan's place in Lowtown.

Before you go, sell any loot that you've accumulated and stock up on items that are low in your inventory. Make sure to build a small stock of the new items available (Echo Herbs [to remove Silence status] and Gold Needles [to remove Stone/Petrify status]). Exit and visit Montblanc in the Clan Hall on the North End to

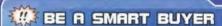


Visit Montblanc at the Clan Hall to receive rewards for defeating the pack of Flans, Firemane, and the Mimic Queen.

receive rewards for any recent bosses you've defeated. Lastly, go visit other local merchants to see what they have for sale now.

Always visit the Clan Hall whenever you return to Rabanastre from your latest adventure. Montblanc offers rewards for any bosses or rare game you've defeated. Montblanc's Largesse

When you're finished shopping (or window-shopping, as the case may be), head down to visit Old Dalan in Lowtown.



Unless you've been overly active about acquiring loot and LP by obsessively revisiting areas you've already cleared, your resources may be limited at this point in the game, so spend carefully on equipment.

Remember that all party members can share certain purchases with the associated licenses, including those who join up later (except guests). For example, all party members can use licensed magicks and technicks, once purchased. In addition, all party members can use any of the gambits you buy, so you can be somewhat thrifty in this area.

Lowtown 2



Visit Old Dalan and Make His Delivery

Talk to Old Dalan to trigger an event. Vaan shows Dalan the stone, then the old man sends him on an errand. He wants Vaan to deliver a sword to someone named Azelas. Dalan marks his location on the area map; the red "X" isn't far away, just up in the North Sprawl of Lowtown. Vaan asks Old Dalan to help him find out where Penelo is and the old man agrees.





Old Dalan wants Vaan to deliver a Sword of the Order to Azelas in the North Sprawl.

TRE.	TREASURE TABLE		Normal			w/Diamond Armlet Equip.			
No.	App.%	gil %	II gil	50%	50%	gil	90%	10%	
1	70%	50%	-30	Potion	Eye Drops	-100	Knot of Rust	Ether	
2	70%	50%	-20	Red Fang	Phoenix Down	-100	Knot of Rust	Hi-Ether	
3	70%	50%	-30	Potion	Potlon	-200	Knot of Rust	Ether	
4	70%	50%	-30	Petion	Antidote	-100	Knot of Rust	Ether	
5	70%	50%	-70	Potion	Potion	-350	Knot of Rust	Ether	
6	70%	50%	-40	Potion	Antidote	~150	Knot of Rust	Ether	
7	100%	50%	~100	Potion	Eye Drops	~200	Knot of Rust	Ether	
8	70%	50%	~30	Potion	Potion	-100	Knot of Rust	Ethier	
9	70%	50%	-60	Potion	Potion	-250	Knot of Bust	Hi-Ether	

Follow the path to the "X" on the map and locate a man named Balzac sitting on a crate. Speak to him and he lets you into a secret Resistance hideout. Inside, men argue about the King's assassination. Then Basch emerges... in his Dalmascan uniform. After the event, Basch joins your party.





As Vaan and Basch exit, Basch asks Vaan to take him to Balthier to acquire "wings." Vaan agrees. Basch now joins your party.



Basch joins with some nice equipment and licenses, plus a lot of LP to spend. However, he starts with no shield. Give him one right away if at all possible, or buy one at Panamis's Protectives.

Shield Basch

Back to Rabanastre

Find the Sky Pirate

The map screen provides a clue, pondering where a "tired, thirsty sky pirate" might go in Rabanastre. Answer: The Sandsea, of course! While approaching the tavern, an event occurs during which



Vaan talks about the war orphans in the streets... and his own past.

Vaan tells Basch about losing his parents to the Plague and describes his sibling-like connection to Penelo; her family raised him.

Enter the Sandsea and go upstairs to the balcony to trigger another event. Balthier and Fran sit at a table where Migelo angrily berates



the sky pirate. The bangaa headhunter Ba'Gamnan has kidnapped Penelo and left behind a note telling Balthier to come to the mines in Bhujerba.

According to Balthier, the Imperial Fleet is massing at Bhujerba, a spectacular skycity. Vaan jumps at the chance to save Penelo, even offering the Goddess's Magicite in exchange for passage. Basch offers to join Vaan, saying he has business in Bhujerba too. When the event ends, Balthier and Fran join your party.



Board Balthier's Ship

Balthier sticks around to mention that Ba'Gamnan's note must refer to the Lhusu Mines in Bhujerba, and says to meet him at the Aerodrome. Now that Fran and Balthier have joined your



Fran waits at the entrance to the Aerodrome. Talk to her and head inside to find Balthier. party, you may
want to visit the
local merchants
and upgrade their
equipment. After
doing so, head for the
Aerodrome in the
Westgate district of
the city. (It's marked
on in the area map.)



OBJECTIVE Make the City Rounds

When you reach the Aerodrome, Fran is waiting outside. Talk to her to learn that Balthier feels responsible for what's happened to Penelo. Enter the Aerodrome and find Balthier waiting in an area near the back of the building, on the left side. Talk to him to learn that Bhujerba is on the sky continent of Dorstonis. The Lhusu Mine is actually a magicite mine located in Bhujerba. He'll also tell you more about Bhujerba, if you want. The skycity is known for its export of magicite and is ruled by Marquis Ondore, a man who has staved off Imperial invasion by maintaining Bhujerba's longtime tradition of neutrality.

Or, you can skip all that and just select "I'm ready" and then "I'm really ready." This triggers an event showing the party boarding Balthier's ship, the *Strabl*, after a team of moogles prep it.



THE BHUJERBA SCRIBE

Note that the man who rules Bhujerba is the same Marquis Ondore whose memoirs appear earlier in the game.





Get to the Lhusu Mines

When you exit the Bhujerba aerodrome, you see a quick event during which a young lad named Lamont asks if he may accompany the party to the Lhusu Mines. Balthier agrees and Lamont joins your party as a guest.



Don't miss the map-seller in the first plaza.



Nice kid, that Lamont. But why is he so interested in the Lhusu Mines?

Proceed due east and climb the staircase. At the top, locate the Cartographers' Guild moogle and buy his maps of Bhujerba and the Lhusu Mines. (If you're a bit short of the steep asking price for the maps, sell a few items at any nearby shop,)

If you have any spare gil, or even if you don't, you can browse a bit in the Bhujerba shops to see what novel items or equipment is

available. Next, head for the entrance to the Lhusu Mines from Lhusu Square, in the northeast district of the city. If you talk to people along the way, you learn that the magicite mines are shut down today because of an Imperial inspection party from Archadia.



The entrance to the Lhusu Mines area is imposing. Is Penelo in there?

When you approach the mines, a quick event occurs. Balthier points out that these mines contain one of the richest magicite veins in all of Ivalice. Basch suggests that the mines are probably under Imperial guard, but young Lamont precociously explains that, with but few exceptions, the Imperial army is not permitted in Bhujerba.



Lamont then leads the group into the mines. Basch and Balthier exchange an amused look. Who is this kid?



Steeling 446-462 120-124

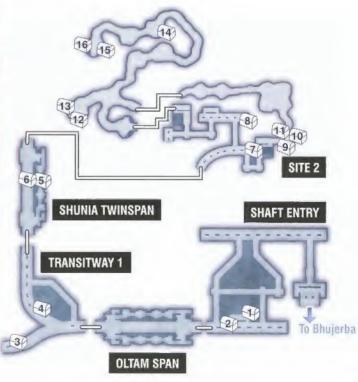
Escape Ba'Gamnan and crew!



	Skul	l Defen	der
LV	HP	EXP	LP
8-9	510-516	290-293	1

		Sla	ver
LV	HP	EXP	LP
10-11	780-802	263-268	1

TRE	ASURE T	ABLE		Norn	nal	W/D	iamend Armli	el Equip.
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2	85%	50%	-270	Knot of Rust	Onion Arrows	-700	Knot of Rust	Hi-Ether
3	79%	50%	-280	Knot of Rust	Dark Mote	-660	Knot of Rust	Elinia
4	81%	70%	-220	Knot of Rust	Killer Bow	-550	Knot of Rust	Elixer
5	90%	50%	-150	Knot of Rust	Water Mote	-420	Knot at Rust	Hi-Ether
6	75%	50%	-150	Knot of Rust	Dark Mote	-420	Knot of Rust	Hi-Ether
7	80%	50%	-300	Knot of Rust	Dark Mote	-	-	pate.
8	80%	50%	-250	Knot of Rust	Water Moto			-
9	80%	50%	-250	Knot of Aust	Self: status = reflect		-	
10	80%	50%	-180	Knot of Rust	Foe: HP ≥ 500		-	
11	80%	70%	~150	Knot of Rust	Assassin's Dagger	-		
12	60%	0%		Knot of Rust	Ether	-	Knot of Rust	Etixir
13	60%	0%	24	Knot of Rust	Balance Mote		Knot of Rust	Elixir
14	60%	0%	0.0	Knot of Rust	Ether		Knot of Rust	Elbur
15	60%	0%	0.0	Knot of Rust	Balance Mote		Knot of Rust	Elixir
16	100%	.0%	0.0	Knot of Rust	Potion		Knot of Rust	Caliper



Get to Site 2

Descend into the Shaft Entry to trigger an event in which your party ducks away to avoid an Imperial inspection party led by the Archadian Judge Ghis and the Marquis Ondore.



Imperial inspectors grill Marquis Ondore about the mine's magicite shipments.

After they pass, Lamont emerges and recalls how the Marquis served as the mediator at the negotiations of Dalmasca's surrender. The question now: Are Ondore and Bhujerba still neutral? Or are the rumors true that he's secretly helping the anti-Imperial resistance?





Lamont sure knows a lot for a young lad, doesn't he?

Continue into the mines. The path is linear, so just keep moving from sector to sector, battling bats and undead defenders while scoring treasures. Watch out for traps, though! Make sure you move down the westernmost corridor of the Shaft Entry, or else a gate will block the path to the west.



If you locate this gate in the Shaft Entry, head back north and then west to come out on the other side.

Bangle for Traps

Numerous explosive traps line the Lhusu mine shafts. If someone in your party is using the technick Libra, or wearing a Bangle, you can spot them easily, as seen in this screenshot. If you don't have Libra active, the traps will not be visible! You

can also create a
Libra gambit that
automatically keeps
the Libra technick
active on any party
member. This frees
up an equipment
slot for another
accessory.



When you reach Transitway 1, the path splits. An impassable gate (for now) blocks the left path, so take the right fork. Continue north into the next sector, the Shunia Twinspan.

Fight your way through Skeletons and Skull Defenders across the span. There are a *lot* of these skeleton-type enemies here, so this is a great place to build up a good, long Battle Chain and earn some decent loot items. After clearing out all of the skeletons, move north to Site 2.





The Shunia Twinspan is loaded with skeleton enemies. Have the party fight back and forth over the bridge to build up a Battle Chain.

OBJECTIVE Rescue Penelo!

A gate to the west blocks access to the Site 2 tunnel, so work your way through a small storage room (holding a few treasure chests) and into the luminescent blue cavern to the northeast. There you trigger an event in which Lamont explains that the glowing blue stone is something called "manufacted nethicite."





Unlike regular magicite, nethicite absorbs magical energy, making it a very powerful substance. According to Lamont, the Draklor Laboratory has been behind research into the manufacture of nethicite, Balthier starts grilling the boy about his sources and identity, but is interrupted by the appearance of Ba'Gamnan and his

bangaa crew. Ba'Gamnan claims he let Penelo loose and she ran off. Lamont leads a rush past the bangaas and the chase is on!





Your party isn't strong enough to take on Ba'Gamnan's crew. Although the fight isn't entirely hopeless, it is very difficult and there's no reward for winning. Therefore, just press and hold the R2 button and retrace your route all the way back to the Shaft Entry. When you cross the boundary into that sector, the pursuers give up and you can relax. Move all the way through the Shaft Entry to the exit into Bhujerba.



Don't try to take on the bangaa boys. Just run!

Back in Bhujerba

The escape from the mines triggers a very interesting event. The boy, Lamont, turns out to be somewhat more than he seemed. After "Lamont" exits with Penelo for the Marquis's estate, Basch says that the entire party now has reason to meet Ondore. But how to arrange such a meeting?





Gain 100 Percent Notoriety!

Climb the stairs from the mines to trigger another event with an answer to the previous question. Balthier suggests that one way to reach Ondore is to "raise a clamor" that Basch is still alive. This will hopefully attract the attention of the Resistance groups that the Marquis is said to fund. Vaan takes up the task. Press the • button when prompted to hear Vaan practice his idle boasting.





Press the Square button to "testify" that Captain Basch lives!

A "Notoriety" gauge now appears onscreen. The goal is to run around Bhujerba and press the

button to make loud proclamations to citizens that Captain Basch is still alive. Move

quickly because the gauge is constantly dropping; you must fill it up faster than it drops. Testify only to citizens with the Talk Icon above their heads. If you can find groups of such citizens, you can get more than one at a time.



Testify to Bhujerba citizens that Captain Basch lives, but avoid the soldiers in metal helmets.

SHUN SOLDIERS, SEEK GUIDES

Important: Do not testify near any of the Bhujerban Sainikah, the helmeted soldiers with swords who patrol the streets. If you do, you will get reprimanded and lose 30 percent off the "Notoriety" gauge. On the other hand, parijanah guides with blue books offer extra notoriety.



After filling the Notoriety gauge to 100 percent, another event starts. In this one, Vaan is confronted by Resistance members, then taken to their hideout in the Cloudborne tavern and questioned. Balthier and Fran appear, followed by Basch. Pretty secret hideout, eh? The Resistance now sees that the Captain does live.





From here, the action cuts to a drawing room in the estate of the Marquis Ondore, where Penelo and Lord Larsa discuss Vaan's rescue and the situation in Rabanastre.





Side Quest Central

Bhujerba is a starting and ending point for several side quests. Check out the Cloudborne Tavern's job board for Hunts in the Lhusu Mines once it has been cleared. The Antlion Infestation hunt in particular provides the Site 3 Key, which opens up most of the mine for exploration. Then you can begin opening the large gates by using control panels near each one, and also use mine cars to travel back and forth to the entrance instead of hiking the entire way.

SIDE QUEST

Meet with the Marquis

When the scene ends and control returns to you, exit the Cloudborne tavern and follow the red "X" on the area map to Ondore's estate. Upon reaching the entrance, talk to the Sainikah with the Talk Icon above his head and he will allow you to enter.



Talk to the guard to enter Ondore's estate.

Now the scene switches to the Royal Palace at Rabanastre, where Lord Vayne consults with one of his Judges and an associate named Dr. Cid

about the Resistance and the situation back in the Archadian Senate. After the event, another event shows Vaan's party being transferred in chains over to the mighty Leviathan.



Inside, Ondore reports that Lord Larsa's contingent has rejoined the Imperial detachment, meaning that Penelo is gone too. They

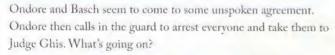


will depart tonight when the fleet arrives... which it soon does, led by its massive flagship, the *Dreadnought Leviathan*.



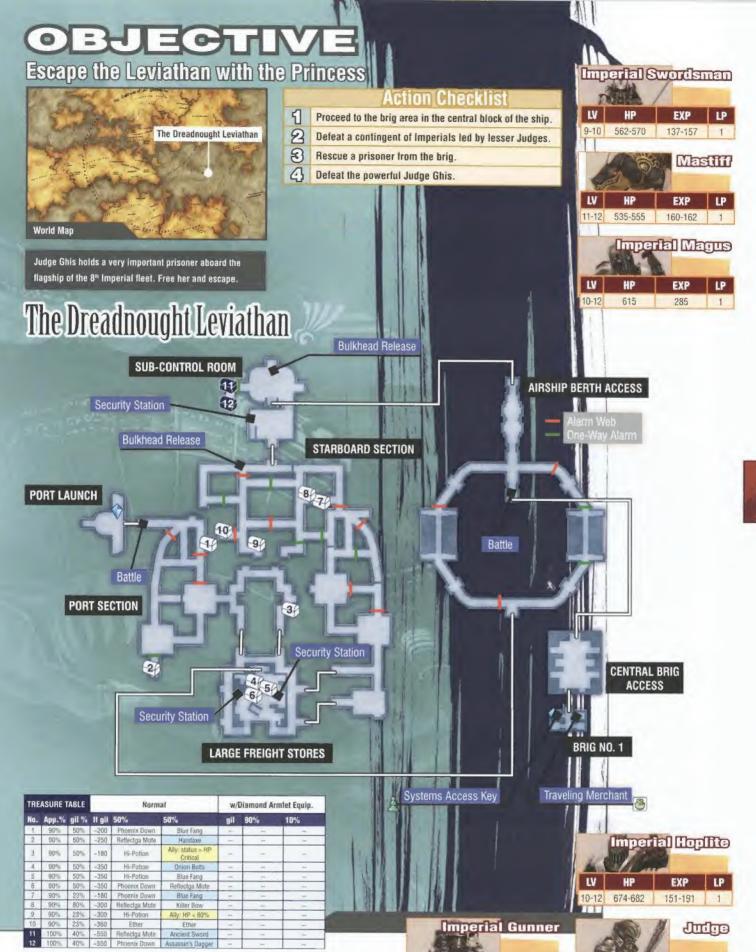












EXP

LP

The Story Continues...

There's one more event before you regain control of your party: a meeting before Judge Ghis with Amalia, AKA the Princess Ashelia B'Nargin Dalmasca. Yes, Amalia is Ashe, the princess said to have committed suicide. Judge Ghis demands her "ministry" in restoring peace to Dalmasca, but Ashe refuses to play puppet to Vayne. Ghis threatens the gallows if she cannot offer proof of her royal claim.





Basch mentions something called the **Dusk Shard**, her birthright as the Dalmascan heir. It's a magic stone that will prove she is of royal blood. But hey, guess who has it? That's right—the "Goddess's Magicite" that Vaan has been carrying, the stone that he stole from the Palace Treasury, is none other than the Dusk Shard! It starts glowing in Vaan's hands.



Ghis demands the stone and Vaan reluctantly gives it to him. The Judge then sends everyone off to be incarcerated...



The scene shifts to a view of the party being marched to the

ship's brig, However, a mistake by an overeager Imperial leads to an old-fashioned prison break aided by one of the helmeted guards; it's Vossler! He unlocks everyone's cuffs, explaining that for two full years he has kept Ashe safe, and now he plans to get her out.





Rescue Princess Ashe

At last, control again! Vossler joins your party as a guest, plus you gain a full map of the *Leviathan*. Configure your party the way you want; besides Vossler, who you cannot switch out, you can use three of your four available members. Save your game at the nearby Save Crystal in the Port Launch. Then head through the doors labeled "West Block" into the corridors of the Port Section.

Don't Be Alarmed

The ship is full of light-beam alarm webs.

Depending on the route you take, you may have to trip a trap or two to reach the brig area. Don't panic when it happens; the alarm summons a tough, but beatable, Imperial squad to investigate.

The immediate goal is to fight through the Imperial soldiers, mastiffs, and elites to the Large Freight Stores section. While

heading down the first hall, Vossler warns about the intruder alarm system. Take the second right to avoid the beams. Then go right, left, and finally south down to the open room with the glazed floor.



Avoid this red web of light beams. It's an intruder alarm.



That treasure looks easy to pluck, but a detection alarm activates after you pass, forcing you to trip the alarm to exit the alcove.

There is a treasure in a dead-end hallway due south. If you go after it, a "one-way" detection web activates behind your party, trapping them in the dead-end; you'll have to trip the alarm to get out. Is the treasure worth it? It's just a handful of gil, but you do get to fight a squad of Imperials.



ONE-WAY ALARMS

Several of the motion alarms are "one-way" activated. In other words, they start out turned off, but activate when your party passes through them.

OBJECTIVE Escape the Leviathan with the Princess

Exit to the east and follow the corridor until you reach a walkway around an open atrium. You can now take one of two paths south to the next area, the Large Freight Stores.

North or South?

Check the area map. The red "X" marks Brig No. 1. You can take one of two different routes from the Large Freight Stores to reach this area and each way has its advantages and disadvantages.



If your party is strong enough, you should relish combat in the Levistian. Since most enemy units in the area are of the same Imperial classification (except for the Mastifis), you can rack up quite a Battle Chain by tripping alarms on purpose to pick fights.

The North Route

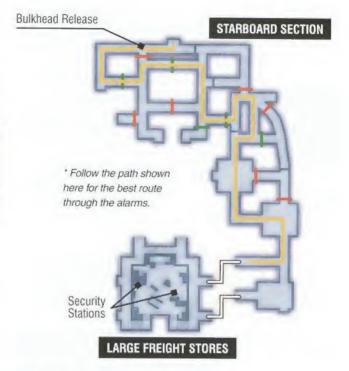
Upon entering the Large Freight Stores, go immediately to the east exit via one of two eastern doors and head north through a labyrinth of corridors filled with alarm webs in the Starboard Section and Sub-control Room. This is the much longer way to the Airship Berth Access where the brig is located, but it's actually the easier way-because if you follow the correct route, you can avoid setting off any alarms. (See the blue route on the map of the Starboard Section.) You pass through several one-way alarms that don't activate until after you pass through them, so if you don't backtrack, you won't set them off.

At the north edge of the Starboard Section, use the Bulkhead Release to unlock the door into the Sub-control Room (note that it won't work during an alarm), then proceed through the bulkhead

door. In the Subcontrol Room, KO the guards at the controls, activate the Bulkhead Release, and proceed downstairs into the Airship Berth Access area. From there, it's a straight shot south to the brig area.



Activate Bulkhead Release stations to unlock doors on the northern route to the brig.



To South Route

You can choose to take the shorter (but more difficult) route downstairs to reach a tough fight on the main floor of the Large Freight Stores. Note the two security stations, one on either side

of the room. Raid the treasure chests and exit via the center door to the north. This door takes the party straight to the Airship Berth Access, but forces you through a few alarm webs as you wander around the narrow, circular corridor. The fighting can get pretty intense here!



Move through the crates on the main floor of the Large Freight Stores area. Note the security stations on either side of the room.

STORE RHERD

A traveling merchant sells a few useful upgrades from a cell within Brig No. 1. You may want to take on as much combat as possible before you get there, accruing gil for purchases and LP for some

Battle Elites and Minions

Whether you go north or south, once you finally reach the Central Brig Access, get ready for a tough fight. A mixed six-pack of Imperials steps into the room ready to fight. A standard approach is to focus on the four lesser Imperials first (three Swordsmen



When the second Judge falls, the battle ends even if the enemy Swordsmen and Magus are still standing.

and a Poison-casting Magus), thinning the enemy party quickly to reduce the damage your party takes. But Vossler's advice to focus only on the leaders is well-considered too. The moment both Judges fall, the fight is over, even if the other Imperials are still standing.

The following strategy is based upon fighting the powerful leaders first, the two Judges. However, it may be a good idea to nail the Imperial Magus first to eliminate his spell-casting mischief. Make

sure at least two of your characters are set with healing gambit priorities. If anyone in your party falls, switch in your reserve party member right away. Use Phoenix Down as a last resort—for example, if a second character gets KO'd.



Congratulations! Take a few seconds to enjoy it. A tougher fight looms.

After the battle, you receive a congratulations screen and obtain a No. 1 Brig Key. Don't pat yourself on the back too much; it's time to move on.

Heal Up and Free Ashe

Proceed to the south exit door and open it to enter Brig No. 1. Open Door C-203 to reach a couple of moogles, one of whom is a traveling merchant. Check out his goods (he has some nice accessories) and buy anything that looks useful.





The moogles in C-203 are grateful and loaded with goods to sell.



Search for a **Systems Access Key** and a **S**ave Crystal **inside C-201**. Her Majesty the Princess Ashe is located **inside C-202**.

Go across the hall to open C-201. Ah, a Save Crystal! Nab the Systems Access Key from the Urn, then heal up and save your game. Now go open C-202 to rescue Ashe. After a short event, she joins your party. Exit Brig No. 1 to set off an alarm and start a wild sprint back to where you started.

Sprint to the Security Terminals

Imperial soldiers will swarm the party if you make a stand, so we recommend that you hold down the R2 button and ignore all attackers. Sprint north, straight through the Central Brig Access into the Airship Berth Access. Turn left at the intersection and sprint along the circular corridor to the southern exit into the Large Freight Stores area.





Run your party to the Large Freight Stores sector and use the security terminals to shut down the alarms.

Check the area map. The Security Terminals are highlighted for good reason. You can use the recently acquired Systems Access Key to reset the security alarm! This silence is good for just 60 seconds—a countdown timer appears onscreen—so immediately run upstairs and exit via the northwest door. Finally, enter the Port Section.

When the party arrives, you meet Larsa and Penelo! Larsa says that Judge Ghis knows about the escape and he tells Vossler (Captain Azelas) to follow him. Then Larsa gives Penelo the blue sample of manufacted nethicite he's been carrying.





OBJECTIVE Escape the Leviathan with the Princess

Vossler exits with Lord Larsa, thus leaving the party. In his place, Penelo joins the party and the "piece of Manufacted Nethicite" enters your inventory.



There should be a few seconds on the countdown timer before the alarms start wailing again, so make haste to reach the Port Launch where this crazy level began. When the party arrives, their reward for all that quick work is... a meeting with Judge Ghis!

He tells Ashe that she's no longer useful and tries to zap her with a powerful magick spell but, luckily, the manufacted nethicite in Penelo's hand absorbs the magickal energy, rendering the spell harmless. As you may expect, this doesn't sit well with the Judge.









powerhouse boss in the main story of the game. He hits like he really means it, and his big magick attack can quickly KO any character with less than 50 percent HP remaining. Make sure the party's healers have their Cure or Potion gambits in the top slot, ready to kick in when any ally's HP drops to less than 50 percent—and preferably higher.



Ghis has a fearsome two-blade attack, plus some nasty magick. Quickly pick apart his support screen of Swordsmen, then focus everything on the Judge.

QUICKENING

If any members of your party have licensed a Quickening, consider giving it a try at the beginning of this fight. Wait until Ghis and his Swordsmen move closer together, then target Ghis with a Quickening.

If you manage to chain three Quickening hits, you will trigger a honus area attack that can quickly flatten the boss and his minions in one shot. It's certainly a risk-you deplete the MP of your Quickening caster(s)—but if it works, this boss battle is much easier.

The Judge's Swordsman minions are nothing special, so try to wipe out all three of them as quickly as possible. Keep your healers back, though; in general, it's good to have ranged fighters (like, say, Balthier with a gun or Fran with a bow) performing the bulk of the healing from a distance. Set the gambits of your close-quarter brawlers to fight first, with healing gambits set for when HP is low or even critical. Needless to say, your melee fighters should also have the heaviest armor you can afford, since they'll be taking the most punishment.

When Ghis finally falls, Vossler bursts into the room and announces that he has secured an Atomos for escape. (Balthier isn't happy about it, but a ship's a ship.) Now sit back and watch a spectacular sequence with Fran calmly piloting the Atomos out of the *Leviathan* and past a fighter wing to safety.





Cut to the Bhujerba Aerodrome. Basch convinces Lady Ashe to meet with Ondore. Vossler then takes his leave to explore other ways to seek Dalmascan freedom and Basch now takes over the role of Ashe's protector.

Visit Ondore's Estate

Exit the Aerodrome and head to the Marquis Ondore's estate again, just up the stairs and to the left. This triggers another event.





Ashe entreats Ondore to stand with her Resistance movement to stop Vayne. However, the Marquis points out that until Ashe regains the Dusk Shard, the Gran Kiltias on Bur-Omisace (a holy man) will not recognize her as the rightful heir. "Without proof of your identity," he tells her, "you are powerless."

Later that night, Vaan catches Ashe trying to hijack Balthier's airship, the *Strahl*. Balthier shows up and Ashe concocts a daring plan. She suggests that Balthier... kidnap her! "You're a sky

pirate, aren't you?" she says. In exchange, she will lead him to something called the Dynast-King's treasure in King Raithwall's tomb.





This gets Balthier's attention. He's on board now, as is Basch, who will perform his duty by protecting Ashe. So is Fran, of course; where Balthier goes, she goes. And finally, so are the orphans of Rabanastre, Vaan and Penelo. Your party is now complete.





But before gameplay begins again, there is more story to tell. Far to the north, in the Archadian capital city of Archades, Judge Gabranth stands before Emperor Gramis with reports on the activities at Draklor Laboratories, the Empire's primary weapons research lab.





The Emperor, who is clearly ill, asks the Judge to be Larsa's "shield"—and to keep a close watch on Vayne. Then the scene changes to the Dalmasca Westersand.





Find King Raithwall's Tomb



Cross the great western sandseas to the Valley of the Dead, seeking the ancient tomb of the Dynast-King.

Ogir-Yensa Sandsea



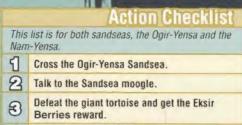
To Zertinan Caverns

17

19

15

13



4 Cross the Nam-Yensa Sandsea. Enter the Tomb of Raithwall.

EAST JUNCTION







To the Westersand

10-13 966-999



Danbanfa

LP

3

LP

EXP

290-302

Pineapple (Rare Game)

To Nam-Yensa PLATFORM 2: REFINERY

30,28

Sandsea

YENSA BORDER TUNNEL

To Nam-Yensa Sandsea

Dyce the Merchant

26 24 25

37/36

SOUTH TANK

APPROACH

12

CENTRAL

JUNCTION

35,34

Map Urn

To Zertinan Caverns

PLATFORM 1:

REFINERY

PLATFORM 1: SOUTH TANKS

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	LV



Axebeak

TRE	ASURE T	ABLE		Norma	1	w/D	iamond Armi	tet Equip.
No.	App.%	gil %	II gil	50%	50%	gil	90%	10%
1	80%	50%	~120	Potion	Bronze Shield	-600	Knot of Rust	Hi-Ether
2	80%	35%	~300	Potion	Phoenix Down	-600	Knot of Rust	Hi-Ether
3	80%	35%	-150	Potion	Ether	-600	Knot of Aust	Hi-Ether
4	75%	30%	-100	Patien	Reflectga Mofe-	-500	Knot of Rust	Hastega Mc
5	75%	30%	-100	Phoenix Down	Killer Bow	-500	Kept of Aust	X-Potion
6	75%	30%	-150	Hi-Potion	Onion Arrows	-550	Knot of Rust	X-Potion
7	75%	30%	-350	Potion	Mace	-900	Knot of Rust	Scattle Mo
8	75%	30%	-100	Potion	Onion Bombs	-1000	Knot of Rust	Hastega Mi
9	75%	30%	-200	Ether	Ether	-500	Knot of Rust	Scattle Mo
10	75%	30%	-200	Hi-Potron	Handaxe	-600	Knot of Rust	Chronos Te
11	80%	15%	~500	Cypress Pole	Capelta	-600	Knot of Rust	Chronos Te
12	80%	10%	-500	Spear	Zwill Blade	-1000	Knot of Rust	Scathe Mo
13	75%	30%	-100	Chopper	Ally: HP < 20%	-500	Koot of Rust	Hastega Mi
14	75%	40%	-100	Hi-Pation	tron Helm	~600	Knot of Bust	X-Potion
15	75%	50%	-100	Potion	Ringmail	~600	Knot of Rust	X-Potion
16	75%	40%	-300	Potion	Ether	-1000	Knot of Rust	X-Potion
17	75%	40%	~100	Hi-Petion	Iron Armor	-600	Knot of Rust	Hely Mat
18	75%	50%	~200	Hi-Petion	Main Gauche	-600	Knot of Rust	Holy Mat
19	75%	40%	-200	Ether	Remedy	-600	Knot of Rust	Holy Mot

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21	72%	50%	-150	Phoenix Down	Sallet	-550	Knot of Rust	X-Potion
22	72%	20%	-100	Potion	Hi-Potion	-700	Koot of Rust	Elixir
23	72%	20%	-150	Pation	Ally: MP < 40%	-550	Knot of Rust	X-Petian
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25	75%	20%	-150	Ether	Sash	-550	Knot al Rust	Elone
26	75%	20%	-150	Pation	Ether	-550	Knot of Rust	Elixie
27	71%	15%	-120	Balance Mote	Bronze Shield	-400	Knot of Rust	Elixir
28	80%	30%	-120	Potion	Horned Hal	~400	Knot at Rust	Holy Mote
29	71%	15%	-120	Phoenix Down	Ether	-400	Knot at Rust	Scathe More
30	80%	40%	-120	Petion	Wizard's Hat	-400	Knot of Rust	Elixir
31	71%	15%	-200	Potion	Hi-Potion	-500	Knot at Rust	Holy Mote
32	80%	15%	-150	Reflectga Wote	Armguard	~500	Knot of Rust	Scattle Mote
33	71%	15%	~120	Hi-Potion	Battle Harness	-400	Knot of Bust	Elixir
34	76%	20%	-300	Patien	Reflectga Mote	-900	Knot al Rust	Hi-€ther
35	76%	50%	~300	Pation	Spear	-900	Knot of Rust	HI-Ether
36	76%	20%	-300	HI-Potion	Gauntiets	-900	Knot of Rust	Hi-Ether
37	76%	20%	-300	Potion	Ally: status = Confuse	-900	Knot of Rust	Hi-Ether

Cross the Ogir-Yensa Sandsea

This section starts in the westernmost area of the Dalmasca Westersand. Balthier has shrouded the *Strahl* in the sky above

the desert; the airship can fly no further west because its skystone-powered engines cannot function in the "jagd" in that direction. The party sets off across the sands to seek the tomb of Raithwall, the Dynast-King.



Balthier's airship hovers over the Westersand, waiting for the party's return.

So now the party must trek across the great western sandseas.

Actually, they'll be trekking *above* the sandseas; as the brief event implies, you can't walk directly on a sandsea, since its composition is a bizarre granulated liquid. To cross the Ogir-Yensa, and the Nam-Yensa after that, you must use a series of platforms and ramps.





Vaan tests the odd "waters" of the Ogir-Yensa.



Climb the first ramp and fight through the Alraune while moving across the catwalks of the first three storage tanks. Continue to the next section to trigger an event.



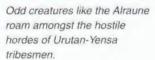
Meanwhile, Fran has some bad premonitions about this place. This is Urutan-Yensa territory and your party has drawn their attention. Better get moving!





Vossler joins your party as a guest. Move around the first tower of the Platform 1 - Refinery and down the ramp to the sand, where the first group of Urutan-Yensa await. The Urutan-Yensa are weak against the Wind element, so if anyone in your party has a Wind-enhanced weapon, get that character out front. These foes occasionally cast Haste on themselves, too, so if you have Slow in your magick arsenal, use it to counteract.







Look for rare game like the Pineapple, which resembles a Bomb but is much, much tougher. It casts Reflect on itself, so stick to physical attacks.

Climb the ramp up the tower to the west. On the south side of that tower locate a Map Urn containing a full map of the Ogir-Yensa Sandsea. Next, go back down to ground level and head for the northern ramp that leads up to the huge refinery structure.



Don't miss the Map Urn atop the centermost tower in the Platform 1 - Refinery area.

Proceed across the refinery; on the far side you have a choice of three directions, so take your pick. Each one eventually takes you to where you want to go, the Nam-Yensa Sandsea. For this story walkthrough, let's exit from the southernmost exit, heading to the South Tanks of Platform 1.

Head down the spur extending southwest from the South Tanks to find some treasure, then fight to the west through the Urutan-Yensa along the main platform to the fourth and final tank. Exit northwest to the Platform 2 - Refinery area.

You can follow the north spur past three tanks to find a lot of treasure at the end of the platform. Or, you can take the west spur through the refinery and descend the ramp to the ground on the west side. Then head west into the tunnel to reach the Sandscale Bank of the next region you must cross, the Nam-Yensa Sandsea.

Nam-Yensa Sandsea

Find the Giant Tortoise

Halfway there! Use the Save Crystal at the Sandscale Bank, then approach the Sandsea moogle standing nearby. He states that an Urutan-Yensa warrior just asked him for help. Select "Tell me" to hear about a giant Emeralditan tortoise in Nam-Yensa that is terrorizing the local population. He mentions a possible reward. How could you pass that up?





Talk to the Sandsea moogle near the Save Crystal to learn how you can help the Urutan-Yensa.

Exit west into the Urutan-Yensa Sea. Fight your way through a number of hostile Urutan-Yensa tribesmen and cross the walkbridge into the Withering Shores area.

TREASURE TABLE			Norm	al	W/D	iamond Armi	et Equip.	
No.	Арр.%	gil %	H gil	50%	50%	gil	90%	10%
1	75%	50%	-150	Potion	Lambent Hat	-600	Knot of Rust i	Elixir
2	75%	50%	-160	Phoenix Down	Chopper	-800	Knot of Rust	Elixir
3	83%	45%	~300	Potion	Ether	-900	Knot of Rost	Haly Mate
4	65%	50%	-100	Argyla Armiet	Ancient Sward	-300	Knot of Rust	Elixic
5	77%	90%	-700	HI-Potion	Elixir	-2200	Knot of Rust	Holy Mote
6	60%	55%	-100	Rose Corsage	Vega	-300	Knot of Rust	Elixie
7	65%	40%	-100	Ether	Iron Helm	-300	Knot of Rust	Elixir
8	65%	40%	-100	Potion	Chepper	-300	Knot of Bust	Elixir
9	80%	35%	-300	Phoenix Down	Ether	-500	Knot at Rust	Holy Mote
10	80%	30%	~290	Potion	Ally: status = Sieep	-600	Knot of Rust	Elixir
11	80%	35%	-150	Hr-Potion	Leather Gorget	-800	Knot of Rust	Elixir
12	80%	60%	-400	Potion	Reflectga Mote	~1000	Knot of Rust	Holy Mote
13	60%	46%	-120	Hi-Potion	Killer Sow	-480	Knot of Rust	Elixor
14	77%	23%	-100	Potion	Balance Mole	-450	Knot of Rust	Ellorin
15	77%	23%	-300	Foe: flying	Foe: HP ≥ 1000	-600	Knot of Rust	Elixir
16	77%	23%	~100	Potion	Ether	-450	Knot of Rust	Holy Mote
17	77%	23%	-150	Pation	Handkerchief	-500	Keat of Rust	Hi-Elmer
18	77%	23%	-100	Potion	Echo Herbs	-450	Knot of Aust	Hi-Elber
19	77%	23%	-150	Phoenix Down	Ether	-450	Knot of Aust	Élixir
20	77%	23%	-150	Potion	Balance Mote	-450	Knot of Rust	Elixir
21	77%	20%	~150	Potion	Foe: HP ≥ 500	-450	Knot of Rust	Elixir
22	77%	23%	-290	Potion	Antidote	-450	Knot of Rust	Elixir
23	80%	50%	-150	Hr-Potion	tron Armor	-450	Knot of Rust	Holy Mate
24	77%	20%	~150	Hi-Potion	Foo: HP < 1000	-450	Knot of Rust	Elixtr
25	70%	23%	-200	Potion	Foe: HP = 100%	-500	Knot of Aust	Elexir
26	60%	50%	-120	Phoenix Down	Wizard's Staff	-500	Knot of Rust	Elixit
27	70%	23%	-180	Antidote	Amber Armlet	-600	Knot of Rust	Elixir
28	60%	50%	-160	Phoenix Down	Cypress Pole	-600	Knot of Rust	Elear
29	77%	20%	-150	Foe: flying	Fae: flying	-500	Knot of Rust	Holy Mate
30	60%	50%	-150	Potion	Windbreaker	-500	Knot of Rust	Elixir
31	65%	10%	~800	Elber	Reflectga Mote	-2000	Keet of Rust	Holy Mote
32	70%	23%	-220	Potion	Balance Mote	-450	Knot of Rust	Elixiri

Defeat the Urutan-Eater

Up ahead, you should spot the giant tortoise mentioned by the moogle. The mighty Emeralditan is named "Urutan Eater," and it battles a handful of Urutan-Yensa warriors. Help them defeat the big beast.

W KEEP TURTLES AT RANGE!

Deploy a couple of allies using ranged weapons when you light any giant tortoise. These armored beasts tend to use close-range area attacks in combat, so party members back and fire guns or bows (or use magick) against a tortoise are likely to sustain less damage



The Urutan Eater is tough, but the reward is well worth it.

Note that the Urutan Eater is weak against Wind magick. If your gambits are well-organized, it's possible to take him down in just minutes. Remember to swap KO'd party members with new, fresh backups to keep the pressure on the tortoise. When the hard-shelled beast finally falls, return to the Sandscale Bank,

Talk to the Sandsea moogle. He mentions that the Urutan-Yensa warrior who asked for help just went by, headed east back into the Ogir-Yensa Sandsea. Exit east to return to the Platform 2 - Refinery area and climb the refinery ramp to trigger an event.

The moogle talks to the tribesman about the "treasure of the sandsea"... and suddenly the tribesman runs west, back through the tunnel to the Sandscale Bank! Follow him to see a rare gathering of the Urutan-Yensa. The poor tribesman is punished by the Urutan Queen for his plea for help outside the clan. When the dust settles, all that's left is a Rogue Urutan Flower in the sand.

A 4/4 8/4 1



After you regain control, talk to the moogle. Talk to him again to learn about a powerful avion known as the Garuda that hates the scent of this particular flower. Approach the flower and pick its berries to add Eksir Berries to the Items list in your inventory.





Head back through the Urutan-Yensa Sea into the Withering Shores and head to the east to reach Augur Hill. Once there, cross the bridge on the right to find a Map Urn. Now cross the next



Cross the Augur Hill bridge to find the Map Urn.

bridge and make your way to the southwest exit, which leads to Yellow Sands. (Or, go back across the bridge and head east to the Yensa Border Tunnel to find a merchant and a Save Crystal, and then return; see the tip on this page.)

BUY FROM DYCE

A traveling merchant named Dyce keeps appearing all over the desert area. At first, he camps out near a Save Crystal just east of Augur Hill, in the Yensa Border Tunnel area. Dyce sells the highly useful magick Raise, which will revive KO'd party members without expending a Phoenix Down. He also has Cura, a powerful healing spell that restores HP to all allies within its range.

Yellow Sands has two exits. The southern exit leads into the dangerous Zertinan Caverns, which may be too deadly at this stage. (Two lethal Speartongue toads lurk just inside the entrance!) Instead, go north to the storage tank and exit that way into the Demesne of the Sandqueen. From there, head west across the sands to the Trail of Fading Warmth.

Follow the trail to the northwest, crossing a set of bridges in the process. If you want, you can detour through the tunnel-bridge (guarded by four explosive traps!) up to Simoon Bluff and scour that area for treasure and obtain EXP/LP from combat.



Careful! The bridge to Simoon Bluff is heavily trapped.



Look out for a wild Bagoly ambush near the top of Simoon Bluff, Enemies up here reappear after you dispatch them, so don't linger unless you want lots of combat to level up and build stats. It's tough up there, though; near the top, a flock of six Bagolys jealously guards some treasure, plus a massive flying Wyvern flaps around nearby. Sling a Water spell at the Wyvern to exploit its weakness, and use party members equipped with ranged weapons.

Birdland

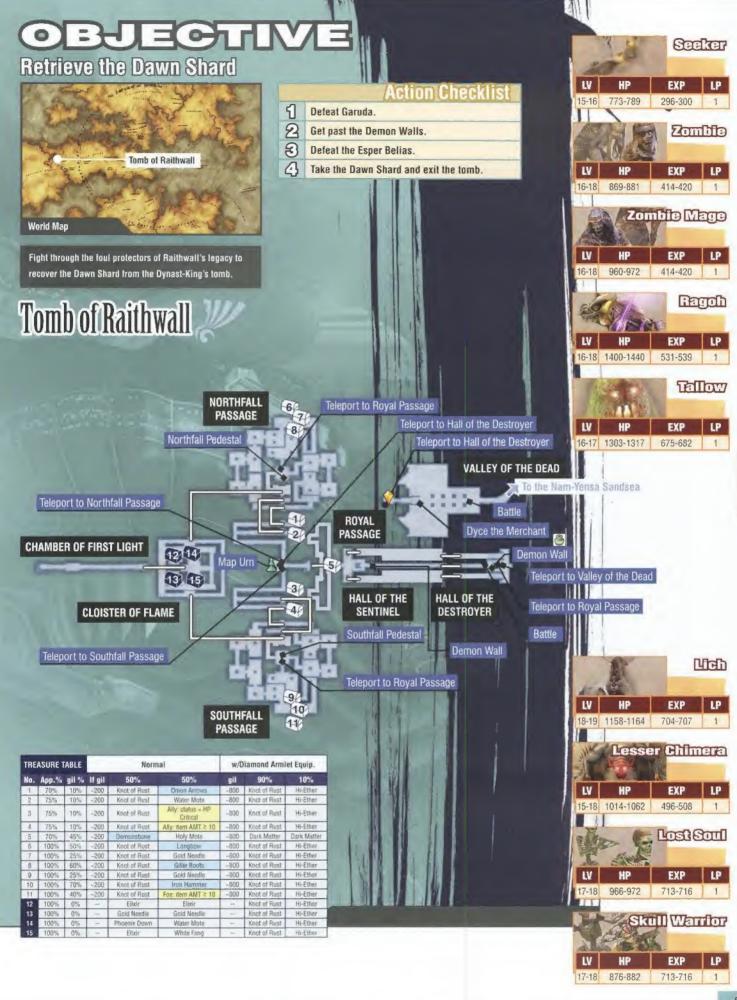
Remember, you can't hit a flying foe like a Wyvern with regular attacks unless you have a ranged weapon like a gun or a bow. Sling magick attacks on a flying enemy; the Wyvern is particularly weak against the Water element.

Now take the Trail of Fading Warmth west to run into Dyce, the traveling merchant. (Even if you met him before back at the Yensa

Border Tunnel, he will still be here now.) Stock up if you need to, then exit west to the next area. Here, the game gives you a single opportunity to save your game. Take it, then move on into the Tomb of Raithwall.



Take the free save-game opportunity that the game offers just before the Tomb of Raithwall.



Defeat Garuda!

Cross the tomb's entry courtyard, called the Valley of the Dead—not a cheerful name for an area. Soon you learn why. A great avion beast called a Garuda drops from the sky, ready to protect the tomb.

Garada

LVL	HP	EXP	
16	6754	0	11
Steal	Gold Needle White Fang	, Giant Feathe	T ₄

Immediately use the Eksir Berries on the Garuda. These are the berries you received as a reward for defeating the Urutan Eater back in the sandseas. Their noxious effect knocks a full 15 percent or so off this boss's HP bar in one shot. This gets the fight off to a very, very good start. (Note that you can certainly win the fight without them, but why not make things easier on yourself?)



BERRY THE GARUDA!

The very first move in this fight should be to nail the Garuda with the Eksir Berries, if you were thorough enough to earn them back in the sandseas. The Garuda is a flying foe, so ranged and magick attacks are the best way to go. Water



It's amazing how much a few Eksir Berries will degrade the big bird's HP bar.

deals good damage, as does Thunder. Fire away with guns and bows, and keep a close eye on each character's HP. If your party's healing gambits get overwhelmed, step in and manually distribute a few Hi-Potions to get everyone back up to strength.

This boss casts Sleep on occasion, so be ready with the Alarm Clock item to awaken snoozing party members. If you nail this foe with Silence, you can eliminate its magick attacks. (A gun firing Silent Shot works great, too.) Vossler's Telekinesis is also very effective against the Garuda, too, so keep him healed and firing away. When the Garuda finally falls, an "ancient device" stirs inside the tomb. This is a teleportation system, as you'll soon discover.

After the fight, Lady Ashe gives a brief history lesson regarding the Dynast-King and his peaceful, compassionate uses of power. Raithwall's alliance included the city-states of Archadia and Rozarria, and his era of peace and prosperity endured for a long time.





The Dynast-King left three relics to signify his descendants: the Midlight Shard to House Nabradia, the Dusk Shard to the founders of Dalmasca, and the Dawn Shard, which remains hidden inside the tomb.

OBJECTIVE Retrieve the Dawn Shard

Get Past the Demon Walls

Revisit the courtyard to see Dyce, the traveling merchant, again. This guy's everywhere! Refill anything you're running low on, then upgrade



your weapons and armor. Also, make sure to spend LP on the appropriate licenses for whatever equipment you buy. After doing so, head back upstairs and save your game at the Save Crystal.

Teleport into the tomb via the ancient device.

Now use the nearby "Ancient Device"— a Way Stone that can teleport people to different places. This one teleports the party directly into the tomb. The party arrives in the Hall of the Destroyer. That doesn't sound good either. Another Way Stone nearby doesn't work yet, so move on.

Proceed down one of the center staircases and get ready to run! By stepping onto the main walkway, you bring to life a massive Demon Wall. This boss starts moving toward the party, blocking the walkway, forcing the party to fight or run away.



The first Demon Wall is difficult to defeat, but you can just flee (using R2) through the far doorway to escape.

The best advice here is to run away. Just press and hold the R2 button and sprint to the door at the end of the walkway and go through. Uh ohanother Demon Wall! And this time there's no escape. It's time for a boss fight.

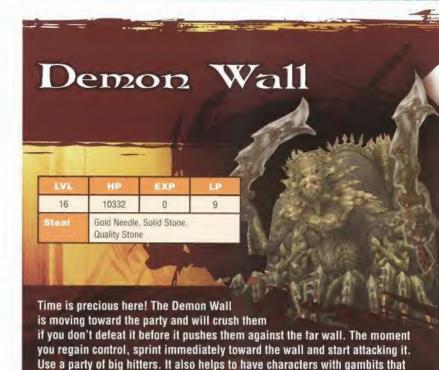


You can complete the Tomb of Raithwall level without fighting the first Demon Wall. However, you must fight the second one.



WOODSBANE SWORD!

After defeating the optional Demon Wall, you can go down the secret side stairs that lead to a treasure chest. The powerful sword randomly appears in a treasure chest where the north and south passages meet. It may take several altempts to get the Demonshane sword, as there is a chance that the chest is holding random loot or nothing at all.



BEWARE BANISH!

The Tomb's Demon Walls share a special attack unique to them in the game-Telega! These bosses can remove your characters permanently from the field of battle, completely irretrievable. The only way to bring back a "banished" character is to move to a completely different area—one more reason to act quickly!

automatically remove Sleep (with Alarm Clock) and Blind (with Eye Drops or

Blindna) status effects, so you don't have to worry about them too much.

If you have any characters with Quickening abilities, use them while you still can, as they will knock a lot of HP out of the wall. Then just start hammering on the monster. Consider lowering or even disabling any Cure gambits that are active. Too much healing takes time away from attacking: remember, time is running out. It may be better to heal manually with Hi-Potions when characters are in a critical condition.

Ethers that restore MP are rare finds, so in general, you want to stockpile them for the final stages of the game. But consider this scenario: The Demon Wall's HP is nearly spent, but he's pushed you inches from the far wall. An effective last-ditch strategy is to use an Ether or two on an ally who has a Quickening in his/her arsenal—enough to restore MP for at least one full Mist Charge. Then quickly unleash the Quickening. It will likely cause enough damage to finish off the boss wall.



FLAME STOPPERS

Four pairs of torches (called "Altars of Contemplation") burn on the railings along the second Demon Wall's walkway. Touching a torch will either halt or speed up the wall's relentless advance. If the flame extinguishes, the wall stops for a few seconds. If the flame turns blue, though, the Demon Wall actually speeds upl It's risky, but there are more "halt" torches than "speed up" torches, so it's worth a try, After the victory, head west, climb the stairs, and go through the Ancient Door. Lady Ashe claims to hear the Dawn Shard's call, and so onward they go.

Open the Secret Passage

The next task is to find the secret passage to the Dawn Shard. Descend the stairs leading down to the three Way Stones and a Map Urn. Open the urn to get a full map of the Tomb of Raithwall, then check out the Way Stones:



The white Way Stone teleports you back to the Hall of the Destroyer—the arrival area, back before the Demon Wall, thank goodness. From this location, you can use the nearby yellow Way Stone to exit the Tomb and use the Save Crystal, if you want.



The reddish Way Stone connects with a Way Stone in the Northfall Passage, but it doesn't work yet.



The greenish Way Stone connects with a Way Stone in the Southfall Passage, but it doesn't work yet, either.



The Royal Passage has a map and three Way Stones.

Unfortunately, only one Way Stone works and you must activate the other two from elsewhere in the tomb.

Northfall Passage Jewel

Go down the steep north staircase and turn right. Then take the first right, going down another staircase. At the bottom, proceed through the Ancient Door into the Northfall Passage. Follow the corridor around the first corner and knock out the two big Ragohs. Keep moving from room to room, battling through the Zombies, Ragohs, and Lesser Chimeras and descending stairs until you reach a room with a Way Stone.





The crimson jewel lowers the carved stone block halfway into the floor.

Touch the luminous crimson jewel on the Northfall Pedestal to lower the nearby Mystic Altar, a large stone carved with faces blocking a secret passage to the west. The altar only sinks halfway into the floor, however, so you can't enter the passage just yet. As the altar lowers, three Zombie Mages rise and vent their anger at this intrusion, casting Dark magick spells. Wipe them out and use the Way Stone to teleport back to the reddish Way Stone on the Royal Passage platform.

Southfall Passage Jewel

Now repeat the process going south. The Southfall Passage is a mirror image of the Northfall Passage, so follow the same steps as in the last section, only in reverse. You meet new types of undead enemies along the way: the Lich, the Skull Warrior, and the Lost Soul; like Zombies, they are weak against Cure magick.

Upon reaching the Way Stone, note that the Mystic Altar in this room has been lowered halfway already; you did this when you touched the crimson jewel in Northfall. Now touch the glowing beryline jewel set in

Touch the green jewel in the Southfall Pedestal to open the secret passage behind the Mystic Altar.

the Southfall Pedestal to lower the Mystic Altar all the way to the floor. Unfortunately, this also releases a bunch of oil-spewing Liches into the room. Eliminate them and use Handkerchiefs to clean off any lingering Oil status.

This might be a good time to use the Way Stone network to teleport back to the Save Crystal in front of the tomb. Save your game! After doing so, return and go through the secret passage now revealed behind the lowered Mystic Altar.

OBJECTIVE Retrieve the Dawn Shard

Find the Cloister

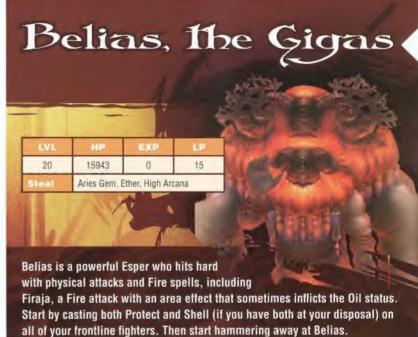
Follow the secret passage. The Mini-Map will show the party moving through open, uncharted space. (The guide maps in this book show the parameters of secret areas, however.) Open the Ancient door to trigger an event.

The party enters a foggy area. Fran tells Penelo it is not fog, but "mist." It is dangerous, but dense Mist also allows for the working of powerful magicks, which could be helpful.



When the scene ends, the party stands just inside the south entrance to the Cloister of Flame, Follow the corridor to the left and down the stairs to the main floor. An entity that looks like a statue sits on a throne. But when you approach, something happens,











Belias unleashes his fearsome Firaja attack several times. Make sure the party is Oil-free, and keep everyone's HP above the halfway mark at all times.

This Esper is somewhat slow to attack, so it's possible to connect with multiple hits between his attacks. Stick to Cure and Cura to maintain health, but switch to Hi-Potions if you have characters slipping into HP critical conditions. Remember that potions work much faster than healing spells, so they delay your attacks for only a short time.

When Belias finally falls, you obtain his spirit and he appears on the License Board. One of your characters must unlock that spot by purchasing a license on an adjacent square, then spending 10 LP to obtain the Esper Belias for summoning.



Look for Espers like Belias on the License Board after you defeat them.

Save your game, then proceed down the stairs toward the courtyard to trigger another series of events. An Imperial fleet, led by the *Leviathan*, drops in over the valley.





Soon the party finds itself before Judge Ghis once again. Ghis demands the nethicite—no, not the "base imitation" held by Penelo, which is manufacted nethicite, but rather the real thing: the Dawn Shard, "deifacted nethicite," one of the ancient relics of the Dynast-King. Apparently, Vayne wants all three of the great nethicite shards.





Ashe turns over the stone. The party is sent off to the Light Cruiser Shiva while Ghis orders his science staff to assess the Dawn Shard's powers. But as the Imperial nethicite research begins, Fran, sensitive to the Mist, is suddenly stricken.



It becomes clear that Ghis plans to usurp the Archadian throne from Vayne with the aid of this deifacted nethicite. Back on the *Shiva*, Fran, driven into a frenzy by the nethicite experiment on the Leviathan, decimates the guards. The party attempts to escape, but Vossler leaps in their way. And thus begins another boss battle.

Find the Dawn Shard and Exit the Tomb

After the fight, Fran and Ashe speak of Espers and their bound relationship to the ones who conquer them. Balthier suggests that Belias has been guarding the Dynast-King's treasure, but Ashe corrects him: "Not so. Belias is the Dynast-King's treasure." Balthier, of course, is a bit disappointed.





When control returns, go forward through the door into the Chamber of First Light. Descend the stairs and walk past the Way

Stone at the bottom, then climb the stairs on the opposite side. This triggers another event. The party discovers the Dawn Shard. But as Ashe approaches it, she sees a ghostly apparition.





As the apparition drifts away past the party, Lady Ashe is left holding the Dawn Shard. It now enters your inventory, and control returns to you. Return to the Way Stone you just passed at the bottom of the stairs. Use it to teleport back to the Hall of the Destroyer, then use the next (yellow) Way Stone to teleport out of the tomb to the Valley of Death.

Vossler

LVL	HP	EXP	
20	9318	0	30
Steal	Potion, Hi-P	otion, Black B	elt

What a shame. Vossler seemed like a good guy, but his dreams for Dalmasca have pushed him to the dark side. He's a rugged warrior, and this fight can be very tough. Quickly dispatch his three minions, then focus on the boss. Magick attacks should work at first, but soon Vossler casts both Reflect and Haste on himself. He fights fast, with good combo attacks, and you must respond with pure physical combat.

If you have Quickenings at your disposal, try using them right away. You may wipe out Vossler's trio of guards and damage him significantly if you can put together a Quickening hit chain and trigger Inferno or Cataclysm. Alternately, you may consider summoning the Esper Belias, as he can make short work of Vossler and company.

Fran is still suffering from the effects of Berserk, so she's out of control but she won't attack the party members. Instead, she focuses her attacks on Vossler and his crew.





Vossler is all warrior. His magick is directed at himself in the form of Reflect and Haste. Beware his lightingquick combo attacks.

Vossler unleashes more and faster combinations as his HP drops to critical, but you have six characters' worth of HP and MP to burn through, so you can outlast him. When Vossler falls, victory is bittersweet, for it is clear that he has no personal ambition. He is purely, as he says, "a son of Dalmasca."





TRE	ASURE 1	ABLE		Non	mal	w/i	Diamond Am	nlet Equip.
No.	Арр.%	gii %	if gil	50%	50%	gil	90%	10%
1	50%	55%	-150	Knot of Rust	Longbow	-500	Knat of Rust	Vanishga Mote
2	70%	40%	-150	Knot of Rust	Dark Mote	-500	Knot of Rust	Reflectga Mote
3	72%	35%	-150	Phaenix Down	Ether	-500	Knot of Rust	Float Mote
4	75%	30%	-150	Knot of Aust	Foe: status = Blind	-500	Knot of Rust	Warp Mote
5	67%	40%	-200	Knot of Rust	Dark Moto	-400	Knot of Rust	Reflectga Mot
8	50%	50%	-200	Knot of Rust	Battle Barnboo	-400	Knot of Rust	Vanishga Mot
7	67%	30%	-200	Echo Herbs	Ettier	-400	Knot of Rust	Float Mole
8	67%	40%	~200	Knot of Rust	Foe: status = HP Gritical	-400	Knot of Rust	Warp Mote
9	45%	50%	-220	Knot of Rust	Rose Corsage	-400	Knot of Rust	Vanishga Mote
10	67%	40%	-220	Phoenix Down	Dark Mote	-400	Knot of Rust	Reflectga Mote
11	68%	40%	-220	Knot of Rust	Foe: character HP > 100%	-400	Knot of Rust	Float Mote
12	67%	35%	-220	Echo Herbs	Ether	-400	Knot of Rust	Warp Mote
13	35%	60%	-50	Knot of Rust	Jade Collar	-200	Knot of Rust	Knot of Bust
14	87%	40%	-160	Knot of Rust	Dark Mote	-400	Knot at Rust	Reflectga Mob
15	67%	55%	-160	Knot of Rust	Bronze Mace	-400	Knot of Rust	Vanistiga Mot
16	50%	35%	-160	Echo Herbs	Ether	-400	Knot of Rust	Float Mole
17	67%	35%	~160	Knot of Rust	Foe: status = Silinge	-400	Knot of Rust	Warp Mote
18	50%	40%	-160	Knot of Rust	Onion Bombs	-400	Knot of Rust	Float Mote
19	87%	35%	~250	Knot of Rust	Dark Mote	-400	Knot of Rust	Reflectga Mot
20	50%	55%	-80	Knot at Rust	Main Gauche	-400	Knot of Rust	Vanishga Mot
21	67%	40%	-80	Knot of Rust	Foe: character status « Blind	-400	Knot of Rust	Float Mote
22	67%	30%	-80	Knot of Rust	Ether	-400	Knot of Rust	Warp Mote
23	69%	40%	-210	Phoenix Down	Dark Mote	-400	Knot of Rust	Reflectga Mot
24	50%	50%	-210	Knot of Rust	Heavy Coat	-400	Knot of Rust	Vanishga Mot
25	69%	25%	-210	Rose Corsage	Foe status = Iromobilize	-400	Knot of Rust	Float Mote
26	69%	40%	~210	Knot of Rust	Foe. undead	-400	Knot of Rust	Warp Mote
27	50%	55%	-210	Knot of Rust	Chainmail	-400	Knot of Rust	Vanishga Mote
28	73%	40%	-210	Echo Herbs	Water Mote	-400	Knot of Rust	Float Mate
29	67%	40%	-300	Knot of Rust	Foe: status = Disable	-400	Knot of Rust	Balance Mote
30	67%	40%	~300	Knot of Rust	Foe: lightning-weak	~1000	Knot of Rust	Hastega Mote
31	50%	50%	-300	Knot of Rust	Jackhoots	~400	Knot of Rust	Hoty Mote
32	50%	50%	~300	Knot of Rust	Black Belt	-400	Kent of Rust	Scathe Mate

The Story Continues...

Back in the Archadian Senate, the Emperor hears reports of Rozarrian war exercises, believed to be a precursor to an actual strike. Some Senators are clearly displeased with what they consider to be Lord Vayne's capricious actions.





Meanwhile, back in Dalmasca, the party discusses the Dawn Shard's awesome destructive force. It is becoming clear to Ashe and the others that Vayne seeks the power of deifacted nethicite for himself, a power that can subjugate all of Ivalice. Vayne most likely already has both the Dusk

Shard and the Midlight Shard. Lady Ashe claims she will fight back with the Dawn Shard. She speaks of vengeance—but does she know how to use the stone?





Fran says that the Garif may know. Magicite lore is part of their culture. Ashe asks to be taken there, beyond Ozmone Plain. Finally, everyone moves out into Rabanastre to prepare for the long journey to the Garif village.





Prep for the Journey

Take some time in Rabanastre to visit Montblanc at the Clan Hall for rewards, upgrade equipment, and shop for the latest magicks,

technicks, and gambits. This is also a good time to check out the Notice Board at the Sandsea and complete a hunt or two for some extra gil. When you're ready, exit the city via Southgate and head into the Giza Plains.



Check the Sandsea Notice Board for more hunting petitions.

Giza Plains (The Rains)

Cross the Wet Plains

Wow, Giza looks different, doesn't it? The geography alters considerably once the rainy season kicks in; the "wadis" are swollen with the deluge. A new set of monsters roams the swampy plains, and treasure locations have changed. But the general movement from area to area is still the same.



Hey, everything's all wet! Wooly Gators are hopping out of the wash, too.

Beware Elementals!

Watch out for sparkling elementals that drift randomly through certain areas, like the Storm Elemental that appears when it's raining in Giza Plains. An elemental is usually neutral, but if you

should cast any magicks within its vicinity, it will immediately turn hostile and cast strong magicks of its own at your party.



In general, it's wise to avoid elementals in the early going. Therefore, if an elemental is nearby, either manually switch off your active characters' gambits to avoid auto-combat and wait until the entity drifts away, or (better yet) just hold down the R2 button and flee, then return after a few seconds.

If other enemies are present near an elemental, you really should just flee. These other foes may notice you and give chase, but keep running! Wait until you are well clear of the elemental before releasing the R2 button to attack the foes that gave chase. If you do attract an elemental's attention, there are usually zone lines nearby and you can always run into the next area.

Of course, you can try to fight these elementals, but make sure your characters are both at a high level and well-equipped.

Fight south through the Hyenas and Gigantoads in Throne Road until you exit into the Nomad Village area. The nomads have packed up and left until the rains end, but the Save Crystal is still here. Talk to the nearby Weary Seeq to learn that the Ozmone Plain is to the south, and the Garif village is on the west end of that plain. He adds, "The creatures there are murder," Uh-oh.

Withered Tree Bridge

A number of Withered Trees-six, to be exact-sit on the banks of the water in various parts of the Giza Plains. All six locations are marked on the Giza Plains maps





If you strike a Withered Tree, it falls into the water and floats downstream, snagging at a spot in the Gizas South Bank. When all six Withered Trees are snagged, they form a tangled walkbridge that you can cross into an area called Tracks of the Beast. There, you'll find an Urn that holds an item called the Feather of the Flock. There are also three extremely powerful Silicon Tortoises, all at Level 37 and most likely too tough to fight at this stage of the game.

Obtaining the Feather of the Flock is one part of the Cockatrice side quest. The Tracks of the Beast area is also where a clan mark appears when you take on the Rank III Clan Hunt "Paradise Risen," for the petitioner Nanau. See the "Side Quest" chapter for more details on both of these side events.

You can certainly explore any of the areas not mentioned in this walkthrough, seeking EXP, LP, dropped items, and treasure, all of which are useful and necessary for success. But this is a "story walkthrough," so this section presents the most direct route to Ozmone Plain.

Exit west into the Toam Hills, cross the bridge to the west, then head south and east along the narrow banks of the river to the passage into Starfall Field. Watch for a Wooly Gator and a pair of Ichthons along the way. They are not aggressive, but you can attack them if you want EXP, LP, or the loot items.

You can exit to the south into the Ozmone Plain from Starfall Field. If you feel like exploring, however, you can proceed west into the Crystal Glade to find a Save Crystal, then on to the

Gizas South Bank. If you chopped down all six of the Withered Trees in the Giza Plains. you can cross over a bridge of entangled driftwood to the area mentioned earlier. Tracks of the Beast.



A neutral hunter wanders the Giza swamps, taking game trophies.



LV	HP	EXP	LP
23-24	3157-3179	1201-1206	2
			20
LV	HP	EXP	LP
21-22	1880-1896	1025-1029	1
21.55		Mesme	

LV	HP	EXP	LP
20-22	1528-1568	848-852	1

MAN		V	Viper		
LV	HP	EXP	LP		
20-21	1410-1430	919-921	1		

Hybrid Gator						
LV	HP	EXP	LP			
21-23	2233-2273	1131-1135	1			



BlackChocobo					
LV	HP	EXP	LP		
19-23	1116-1180	687-703	1		

MA4				
LV	HP	EXP	LP	
9-23	1116-1180	687-703	1	

Bull Croc (Rare Game)						
LV	HP	EXP	LP			
23-24	13968-14078	2075-2168	5			

TREASURE TABLE		Normal		w/Diamond Armiet Equip.				
No.	Арр.%	gil %	H gil	50%	50%	gil	90%	10%
1	60%	33%	-150	Pation	Hi-Petipii	-500	Knot of Rust	HI-Ether
2	50%	40%	-150	Potion	Sash	~500	Knot of Rust	Elpar
3	60%	33%	-150	Potion	Ether	-500	Knot of Rust	Hı-Ether
4	60%	33%	-150	Potion	Ally with Lowest HP	-500	Knot of Rust	Rully Bracelel
5	60%	33%	-150	Potion	Phoenix Down	-500	Knot of Rust	Etimir
6	50%	40%	-150	Potion	Argyle Bracelet	-500	Knot at Rust	Hi-Ether
7	60%	33%	-150	Potion	Ether	-500	Knot of Rust	Elixer
8	60%	33%	-200	Potion	Ether	-500	Knot of Rust	Eixtr
9	60%	33%	-200	Potion	Ally with "Slow" status	-500	Knot of Rust	Hi-Ether
10	60%	33%	~200	Aero Mote	Hi-Potion	-500	Knot of Rust	Hr-Ether
11	50%	40%	-250	Potion	Survival Vest	-500	Knot of Rust	Gold Shield
12	60%	33%	-150	Potion	Hi-Potlon	-500	Knot of Rust	Hi-Ether
13	60%	33%	-150	Aero Mote	Ellier	-500	Knot of Rust	Elixir
14	60%	33%	-150	Potton	Ally with "Sleep" status	-500	Knot of Rust	Hi-Ether
15	60%	33%	-150	Potion	Phoenix Down	~500	Knot of Rust	Elixir
16	60%	33%	-150	Potion	Ether	-500	Knot of Rust	Elbir
17	50%	40%	-150	Potion	Black Bell	-500	Knot of Rust	Hi-Ether
18	60%	33%	-150	Aero Mote	Ether	-500	Knot of Rust	Quasimodo Soots
19	60%	50%	~300	Pation	Gladius	-600	Knot of Rust	Hr-Ether
20	60%	33%	-150	Potion	Ether	-500	Knot of Rust	Elixir
21	60%	33%	-180	Potion	Ally with "Confuse" status	-500	Knal of Rust	HI-Erher
22	60%	33%	-180	Potion	If "Critical" status	-500	Knot of Rust	Feathered Cap
23	50%	40%	-150	Pation	Jackboots	~500	Knot of Rust	Etixir
24	50%	40%	-150	Pation	Elying Helm	-500	Knot of Rust	Hi-Ether
25	60%	33%	-150	Potion	Ether	-500	Knot of Rust	Elixir
26	60%	33%	-200	Aero Mate	Hi-Potion	-500	Knot of Rust	Hi-Ether
27	58%	33%	~200	Phoenix Down	Ether	-500	Knot of Rust	Hi-Ether
28	50%	40%	-200	Potion	Brigandine	-500	Knot of Rust	Elixer
29	60%	33%	-200	Potion	Remaining > or = then ally	-500	Knot of Rust	Magic Gloves
30	50%	40%	-200	Potion	Red Cap	-500	Knot of Rust	Hi-Ether
31	45%	55%	-400	Potion	Gold Amulat	-500	Knot of Rust	Etixir

Cross the Ozmone Plain

The foes grow considerably tougher here in the Ozmone Plain. Massive, brutal Zaghnals, flying Zus, and Mesmenir warhorses will test your party's limits in the Field of Fallen Wings, the

northernmost sector of the plain. Try to engage foes one at a time; if they team up, you're in trouble. Zaghnals, in particular, like to trudge around in groups, and these cousins of the Werewolf are very powerful. Don't be afraid to flee if necessary. Always know the location of the nearest area exit.



Zaghnals are brutal beasts. If more than two engage you, run away.

Take the southernmost exit into an area called The Switchback. Herds of Mesmenirs wander this area. Again, be aware that these foes can be challenging when they work in tandem, depending on your characters' levels and quality of equipment.



Except for solitary Vipers, foes on the Ozmone Plain tend to travel in packs. This makes each fight very precarious.

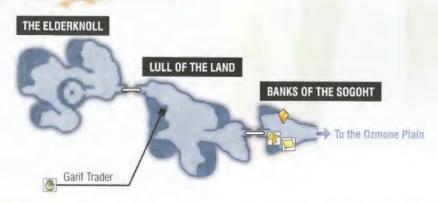


Look out for a dangerous rare beast called the Bull Croc in The Shred area.

A rock ramp in the middle of The Switchback spirals downward into the Zertinan Caverns, but foes are even tougher down there, so leave them alone for now. In any case, it's time to visit the Garif. Leave The Switchback via the south exit into Haulo Green, then exit that area west into Jahara, Land of the Garif.

Jahara—Land of the Garif *W*

Meet with the Great-chief



Save your game at the Save Crystal and buy maps from the Cartographer's Guild moogle near the chocobo pen if you can afford it—the Ozmone Plain map is pricey. Next, talk to the Garif

Warrior at the bridge. He's kind of surly, but another warrior approaches to vouch for you. It's the Garif War-chief, and he lets you pass into the village.

After you cross the bridge, the War-chief introduces himself as Supinelu. He says you must speak to the elders about the



War-chief Supinelu lets you into his village.

nethicite. Now enter the village. Talking to the Garif, it becomes clear that others have been here before you, requesting information about "the stones."



Stop at the Garif Trader to sell your loot and upgrade your equipment; he's got some good stuff. Also, consider selling off your old, obsolete equipment for the extra gil. Then go up the hill to the northeast and talk to High-chief Zayalu; he is standing next to two sitting Garif. He says you must speak to the Great-chief to learn of the stones. Then he gives you a Jaya Stick to deliver to War-chief Supinelu.



High-chief Zayalu wants you to take a Jaya Stick to the War-chief.

Now head over to the next bridge to the west. Talk to War-chief Supinelu to give him the Jaya Stick. Tell him you want to meet the Great-chief. Ashe joins the conversation and announces her lineage. This seems to be enough for the War-chief and you are granted an audience with the elder chief. Cross the bridge to the Elderknoll. Approach the warrior-guards and request a meeting.

This triggers an event in which the Great-chief examines the used nethicite. He tells of the history of the stones. When the event ends, Lord Larsa makes a surprise appearance with some disturbing news.



Larsa believes that the blessing of His Grace the Gran Kiltias Anastasis at Bur-Omisace may give Ashe the legitimacy she

needs to wear the crown and restore Dalmasca. As queen, she can declare peace with the Empire, stop the Marquis, and end the threat of a wider conflagration.



In a final short event, Balthier notes the *Leviathan*'s ability to fly into the heavy jagd of Raithwall's tomb, thus proving that even manufacted nethicite has powers that normal magicite does not. When control finally returns to you, Larsa joins your party as a guest and you have a new objective.

Hop a Chocobo to the Golmore Jungle

But before you tackle this new objective, it's time to backtrack a bit and get across the Ozmone Plain to Golmore Jungle. Many powerful monsters lurk along the route, and you may want to fight them to level up and accumulate LP and loot. Then again, you may want a chocobo ride—just for the fun, convenience, and speed of it.

While exiting the Garif village, War-chief Supinelu hands over the gift of either a **Bowgun** or a **Killer Bow**, complete with the appropriate onion ammunition, plus a free ride on a chocobo. Talk to

Gurdy, the floating moogle who tends the chocobo in the pen. He confirms the War-chief's one-time offer for a free ride. Go ahead and hire a chocobo. Your mount time is limited to just three minutes, so get going!





Gurdy offers a free chocobo ride, courtesy of the Garif War-chief.

Take him up on it for a quick, monster-free trip through the Ozmone Plain to Golmore Jungle.

The party begins in the Haulo Green area of the Ozmone Plain. Check the area map regularly to make sure you're following the most efficient route. Go north to The Switchback, then east into a narrow, winding canyon called The Greensnake. Monsters won't attack while you're astride a chocobo, so that's one less thing to worry about. Now sprint northeast through the Field of Light Winds to the Sunlit Path. When you arrive at the Sunlit Path, you trigger a pair of events.

On one side, we see Ashe and Captain Basch struggling with the notion of making peace with an occupying power. On the other, we see the intrigue at work behind that power: Archadian Judges consult in the Imperial Palace, speaking of Vayne, Larsa, and the wishes and workings of the Senate.









Find Eruyt Village

Knock out the pack of Panthers (weak against the Ice element) at the first intersection and go left, then take the first right down the

stairs to find the Map Urn with a full map of Golmore Jungle. Follow the path east and defeat the creepy Malboros. After doing so, go south and proceed into The Needlebrake.



Nail Treants with Aero for quicker KOs.

Keep moving along the northernmost route, heading east until you reach a glowing blue magickal barrier that triggers an event. Fran explains that the jungle denies her passage, and opens a secret path to her home, Eruyt Village. When the scene ends, follow the new path to trigger a second event during which Fran tells Vaan to look for Mirn in the village ahead, and then bring her out. You need Mjrn's help to get past the barriers in the wood.





A magickal barrier blocks the party's access to the east.

Watch Your Status

Magick abounds in Golmore Jungle; its denizens cast a lot of status effect spells. Your party will get hit with Slow, Blind, Petrify, and Sleep, so counter these effects with magicks and items. Esuna is a particularly valuable spell to own and license for this jungle trek, since it removes multiple status effects in one shot.

By now, you should have set up gambits that automatically apply the magick or items necessary to remove status effects. Some gambits are for specific status ailments such as "Ally: status = Sleep." But if you lack a gambit specifically related to the status ailment you want to cure, just set the condition for "Ally: any."

Your character will then use the associated action or item (such as Blindna, Alarm Clock, Vox, etc.) only when an ally has the affliction that can be removed by the action or item.



Fran opens a secret path to Eruyt Village, where she says she is not

Before entering the village proper, check out the wares of Tetran, the traveling moogle merchant that you helped to escape from the Leviathan. If you don't have Esuna yet, buy it and license it for several party members right away! Stock up on status-removing items too; in particular, purchase a good supply of Handerkerchiefs for removing Oil status. (These will be important when you fight the Elder Wyrm.) You can also buy a cheap Eruyt Village map from his partner Lulucce and use the Save Crystal. When you're ready, head east into Eruyt Village.

Eruyt Village W

Action Checklist



VERDANT PRAISE

To Golmore Jungle

Look for Mirn

Follow the winding path past the viera guards and into the central garden. Talk to the villagers to learn you are unwelcome in the

ROAD OF

Wood. Follow the winding route up to the next area, the Fane of the Path, and follow it to the end to trigger another event. A priestess named Jote indicates that Mjrn is not here and explains that she left the Wood and headed west.





You can learn much by asking questions of the viera in the Eruyt Village, but remember that Mirn is the one you seek,

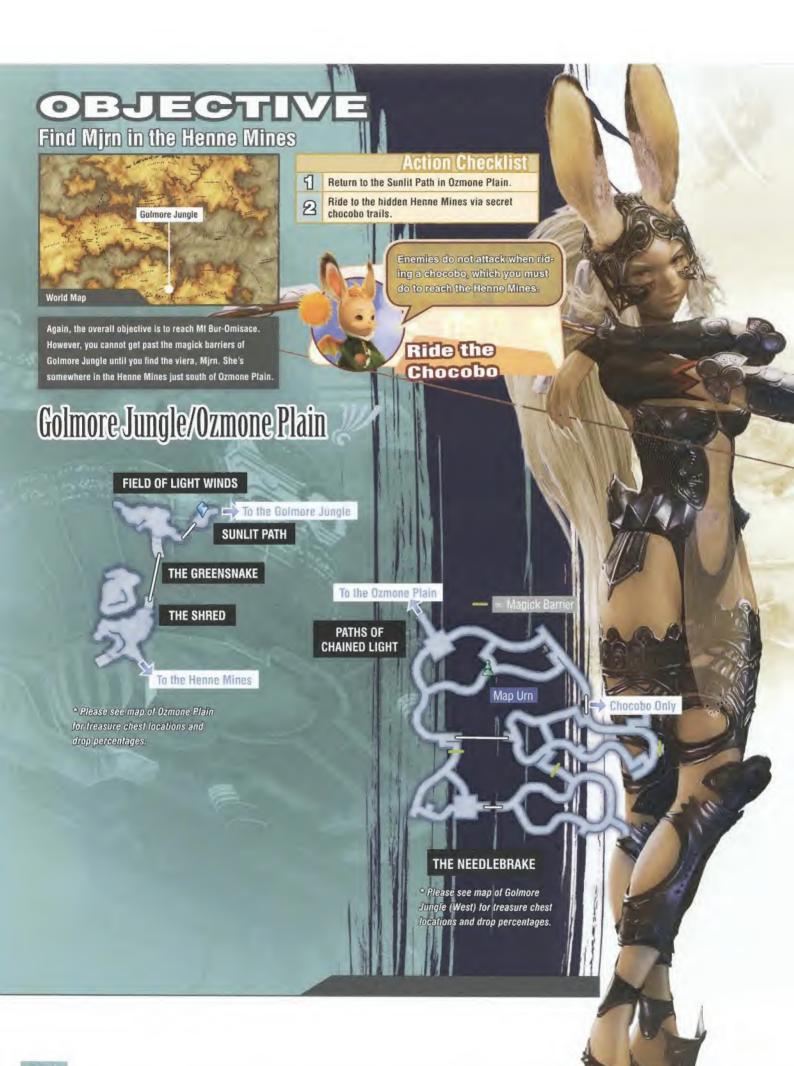
After this event, walk back to the entrance area, the Road of Verdant Praise. Another event occurs in which Larsa interprets Jote's cryptic clue to mean Mjrn is somewhere in the Henne Mines. Unfortunately, the mine region is a colony of the Empire, and most likely crawling with soldiers. This brings up a new objective.







Fran enters the village to seek help. Jote indicates to head west if you seek Mjrn.



Return to Ozmone Plain

Your next move is to retrace your route back out of Golmore Jungle. Starting at Eruyt Village, exit south across the bridge and then proceed northwest out of the forest, bearing right at every intersection or crossing. At the Sunlit Path (the clearing with the



Save Crystal) back in Ozmone Plain, the party finds two wounded Imperial soldiers on the ground with their chocobo walking around loose.



Help out this Imperial, showing him that you're all just humes when you get down to it. He has a chocobo you can borrow.

Talk to the soldier with the Talk Icon above his head and he asks for a Potion for his badly wounded friend. Select "Give him a Potion" to help. This revives his friend, making him grateful. He states that he just came from the Henne Mines. He then offers you the use of his mount, saying that there is terrain nearby that is only accessible via chocobo.

Talk to the standing Imperial again and select "Borrow one." You end up on top of a rather large bird, ready to ride. It isn't far to the chocobo path, but you have only 180 seconds of game time, so don't dally.

Exit southwest to the Field of Light Winds and stay close to the left wall. After just a few steps, you reach an opening with a tree,

white flowers, and other foliage, plus a yellow chocobo feeding. Run directly into this area to the left of the tree to enter a chocobo trail.

After crossing the zone line, the party ends up in the southern part of an area called The



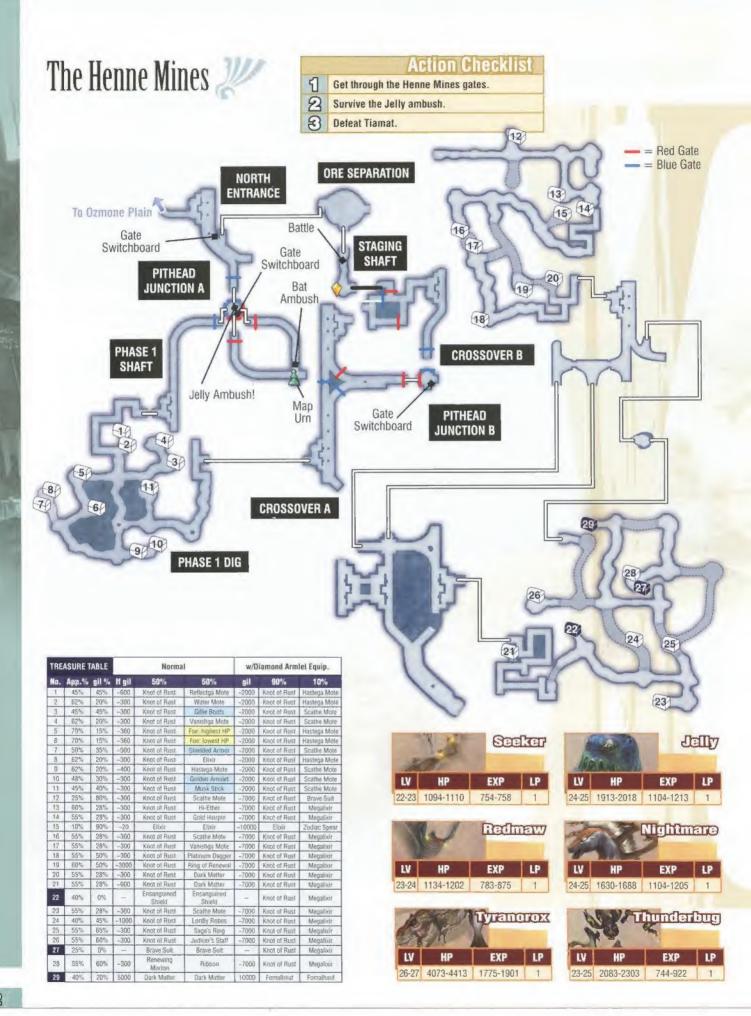
Here's the spot in the Field of Light Winds where the chocobo trail begins. Just run right into it!

Shred. Continue to the south exit, which leads to the entrance to the Henne Mines. Your approach triggers a quick event. In it, the party comes upon a grim discovery: dead bodies strewn outside the mine entrance. Press the

button and select "Yes" to dismount the chocobo, then walk into the tunnel entrance to the Henne Mines.



Researchers from the Draklor Laboratory met an unpleasant end here at Henne Mines. What were they looking for?



OBJECTIVE Find Mjrn in the Henne Mines

Navigate the Mine Maze

Step forward into the shaft, turn right, and proceed south until you find a glowing blue Gate Switchboard on the left side of the shaft. The following notes explain the gate system in the Henne Mines.

> All mine gates are red or blue, as indicated by the glowing lights above each gate. (You can also see the gates marked by their color on the maps in this section.)

Each Gate Switchboard glows with either red or blue phosphor. The current color indicates which gates are closed.

Thus, if the switchboard glows blue, all of the blue gates are closed and all of the red gates are open. If the switchboard glows red, all of the red gates are closed and all of the blue gates are open.



Press the switch on the first Gate Switchboard to change it from blue to red, thus opening the blue gate just down the shaft.

When you first approach the switchboard in the North Entrance, it glows blue-blue gates close, red gates open. Press the switch to reverse this; the switchboard glows red-red gates close, blue gates open.

This opens the first gate just down the tunnel to the south, a blue gate. (It opens during a brief event.) Go through the open gate and proceed into the next area, Pithead Junction A.

A wounded Imperial warns the party about danger in the mines. Another Gate Switchboard is on the wall nearby. Press its switch to change it from red to blue. Suddenly, grotesque Jelly beasts drop from the ceiling and attack! They drop in two waves, three at a time. They're weak against Fire, so cast Fire at them, or wipe them out with a Quickening chain.



A Jelly ambush drops from above (two waves, with three Jellies in each wave) each time you press the switch in Pithead Junction A.

After eliminating the Jellies, exit the junction south or east and follow the bat-infested tunnel to the Map Urn for a full map of the mines. Near the urn, a flock of Seeker and Redmaw bats attack. Now return to Pithead Junction A.

Press the gate switch to close the red gates and open the blue gates again, then exit west. Follow the Phase 1 Shaft around into another big bat swarm; decimate the foes and proceed to the platform at the tunnel's end. A doorway here leads to a staircase that descends into a large excavated cavern, the Phase 1 Dig.



Phase 1 Dig is a large area with trapped corridors, plenty of treasure coffers, and numerous foes. Look for the equine Nightmare in a northeast shaft; Nightmares can teleport from point to point in the room and cast Dark spells. More Nightmares roam elsewhere in these tunnels. Also, watch out for a treasure that turns out to be a Thunderbug in disguise! Continue to the east until you can exit into the next area, Crossover A.

Solve the Gate Puzzle

Now you must open the gates in the correct order to get north into the Staging Shaft. In Crossover A, move north to where the tracks split; take the left fork heading north through an open blue gate to meet a big dinosaur, a Tyranorox. Don't worry—his bite is bad,



but he's easier to drop than he looks. Hit him with a few Aero spells to take him down a notch; Tyranoroxes are weak versus Wind magick. Continue north, then exit east into Crossover B.

Be ready for this Tyranorox! Don't let the bats distract you from a focused attack against this large creature.

In Crossover B, go left (north) and through the open blue gate. Follow the mine shaft until you reach another junction area, Pithead Junction B. Ready for more Jellies than you ever thought possible? Press the Gate Switchboard switch to change it from red to blue-that is, closed blue gates and open red gates. After doing so, a total of eight Jellies drop from the ceiling, with a lot more on the way! If you have any characters with Quickening spells and a Mist Charge to get a Quickening started, give that a try. If not, you may want to run out of there, fast.





Boy, that's a lot of Jelly. Use a Quickening on them, or just run like crazy.

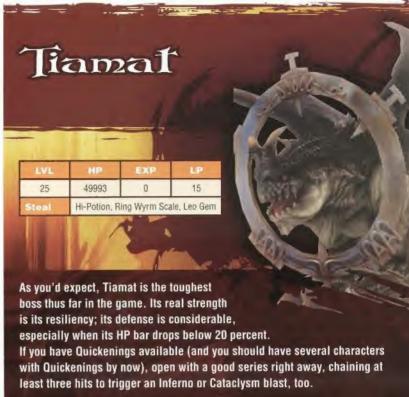
Now head east back into Crossover A, take the right fork to veer north (fighting another Tyranorox en route), and then exit into Crossover B. This time the red gates are open instead of the blue, so turn right and then go left around three corners until you can exit north and veer into the Staging Shaft.

This triggers a dramatic event in which Larsa notes the rich veins of magicite in this mine, and then Mjrn suddenly appears, staggering and disoriented. She calls Ashe a "power-hungry hume" and then rushes up a mine shaft to the north. A Save Crystal, at last! Save your game and follow Mjrn up that shaft.









Tiamat will focus its attention almost exclusively on one target at a time, as most of its attacks are physical. That target will need a load of healing from his/her comrades. If you have the Curaga spell, set up characters with a gambit that casts it on any HP Critical ally, and be ready with Hi-Potions. Finally, it's a good idea for each party member to have a gambit that casts Raise or uses Phoenix Down on any ally, so that if someone gets KO'd, he or she gets revived automatically.

Note that just one good shield can make the difference against an enemy like Tiamat, who deals out primarily physical damage and focuses on single targets. Make sure your "heavy" fighter (best Strength and armor) has the best shield available, then send him or her in to trade blows toe to toe with Tiamat using a powerful melee weapon like an axe or hammer. Have your other two controllable characters hang back with ranged weapons loaded mainly for support (status effect bolts/arrows/bullets).

WKEEP LARSA WHOLE

Like other guest characters, Larsa is a deadly and efficient ally to have in a boss fight. His quick and unlimited use of Hi-Potions alone makes him invaluable, and his attacks are quite effective. Make sure he stays healed! If he goes down, revive him immediately. After all, you can't swap him out.



Tiamat likes to munch on one target until that one falls, then turn to the next lucky victim. Have two characters focus primarily on healing while the other two (one of whom is Larsa) focus on pounding away at the boss.

OBJECTIVE Find Mjrn in the Henne Mines

After Tiamat finally goes down, Mjrn emerges in a state of collapse. Fran goes to her and learns why Mjrn came to investigate the hume activity in the mines. The party returns the stricken viera to her village. In return, Jote hands over Lente's Tear, a key item that will grant the party access through the magickal barriers in the woods.







Golmore Jungle (East)





THE PARTING

GLADE

THE BRANCHWAY

THE GREENSWATHE

To the Needlebrake

WHISPERLEAF WAY

TRE	ASURE 1	ABLE		Norm	al	w/Diamond Armlet		et Equip.
No.	Арр.%	gii %.	lf gif	50%	50%	gil	90%	10%
1.	75%	20%	-200	Potion	Eye Drops	-500	Knot of Rust	X-Potion
73.	760	2000	200	Distlan	Doble Deschar	con	10-1-17	Nr. 62 At

Action Checklist

The enemies here are the same as Golmore Jungle (West) except for Diresaur.

Navigate through eastern Golmore Jungle. Defeat the Elder Wyrm.

Proceed to the Paramina Rift.



Move into the Dragon's Dell

Exit Eruyt Village into Golmore Jungle and go left to the magick seal. Sure enough, it dissipates when the party approaches and they pass through it safely into Whisperleaf Way. Fight past the Malboros and Gargoyles along the path and enter The Parting Glade to find another Save Crystal. Use it! Just to the north, in the Dell of the Dreamer, another powerful boss is about to awaken.



Lente's Tear enables the party to pass right through the magickal barriers in Golmore Jungle.

To the Paramina Rift

Clder Wyrm

(EVIL)	HIE	EXP					
27	71692 0 14						
Steal	Succulent Fruit, Feystone, Emperor Scale						

This guy's big, and he's mad. He has two Treant minions and an arsenal of nasty status magicks like Slow, Blind, Silence, Sleep, Confuse, and Poison. He also uses Oil, then follows up later with Fireball, which can inflict over 1,000 HP of damage a pop. Ouch!

But overall, the Elder Wyrm doesn't inflict big damage with his physical attacks. What makes this battle tough is the onslaught of ailments caused by his Sporefall ability. If you don't come to this battle well-prepared, you will spend much of the fight removing status ailments instead of inflicting damage on the beast.

So, how do you prepare for the Elder Wyrm? First, make sure Esuna is in your gambits somewhere. It consumes a good chunk of MP to cast, but considering the multiple status ailments the Elder Wyrm inflicts, Esuna relief is well worth it. You should also try to keep the party from bunching up. If the party is spread out enough, there is a good chance that Sporefall will not hit everyone and you will have at least one character ailment-free and ready to cast Esuna. Finally, be prepared with with items like Handkerchief, Echo Herbs, Antidote, and so on, for removing bad status effects.



ESUNA OR LATER

Cast Esuna on allies to remove status ailments. It won't remove Oil, however; that only comes off with the Handkerchief item.

Remove Oil immediately before the Elder Wyrm can launch a Fireball attack.



The Elder Wyrm spews evil status magick.

Start with a Quickening chain, if possible. With a good chain that triggers an area attack like Inferno or Cataclysm, you can hurt the Elder Wyrm and seriously degrade his two Treant minions. Finish up the Treants quickly and focus on the boss. Watch for those status ailments, especially the ones that are immediately debilitating, like Sleep (removed by Esuna or Alarm Clock) or Silence (removed by Vox, Esuna, or Echo Herbs). Use non-afflicted characters to remove these first.

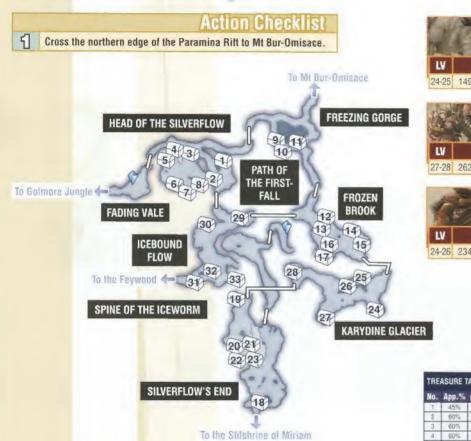
If your active characters get overwhelmed by the ailments, make a wholesale party change. If the fresh reserve members have Quickenings available, unleash a Quickening sequence right away. Keep the pressure on the wyrm!

After the fight, go south into The Parting Glade and use the Save Crystal. Next, continue the journey east through the jungle, pushing into the Branchway where a flock of Gargoyles await. Continue east through the Greenswathe until you finally reach the Paramina Rift.

Dire Sore

If you take the northern path across the Branchway and the Greenswathe, you run into a powerful Level 27 Diresaur protecting treasure on a platform.

Paramina Rift (North)











Ta	SI	cull Kni	g m
LV	HP	EXP	LP
25-26	1873-1933	1235-1328	1

Cross the Rift to Mt Bur-Omisace

The Paramina Rift is a snowy, dangerous place, but you don't have to spend much time here. After saving at the crystal in the Fading Vale, exit via the northeast canyon. Fight through the the Head of the Silverflow area. Move across the rock bridge heading east until you reach a fork in the path.

The right fork leads down into an area filled with Skull Knights and other cold-weather creatures; you can explore this area, fighting and looking for treasure, Or you can just skip it for now and take the left fork instead up the northeast canyon into the next area, Freezing Gorge.



Larsa leads your party across the white wasteland of the Paramina Rift toward the holy mountain. Will it be worth it?

TREASURE TABLE		Normal			w/Diamond Armlet Equip.			
No.	App.%	gil %	If gil	50%	50%	gil	90%	10%
1	45%	55%	-220	Phoenix Down	Betelgeuse	~750	Koot of Rust	X-Potion
S	60%	40%	-190	Phoenix Down	Blue Fang	~800	Knot of Rust	X-Potion
3	60%	40%	-240	Phoenix Down	Eliter	~700	Keet of Rust	X-Potion
4	60%	40%	-160	Phoenix Down	Blue Fang	~800	Knot of Rust	X-Potion
5	60%	40%	-210	Phoenix Down	Foe: highest max HP	-770	Knot of Rust	X-Potion
6	60%	40%	-210	Phoenix Down	Blue Fang	~700	Knot of Rust	X-Potion
7	60%	40%	-210	Phoenix Down	Foe lowest max HP	~800	Knot of Rust	X-Potion
8	45%	55%	~200	Phoenix Down	Osatune	-800	Knot of Rust	X-Potion
9	60%	40%	-200	Phoenix Down	Blue Fang	-700	Knot of Rust	X-Potion
10	50%	50%	-200	Golden Armor	Serpent Rod	~800	Knot of Rust	X-Potion
11	60%	40%	-200	Phoenix Down	Foe, highest MP	~700	Knot of Rust	X-Potion
12	70%	30%	-200	Phoenix Down	Blue Fang	~700	Knot of Rust	X-Polion
13	50%	40%	-200	Phoenix Down	Quasimodo Boots	~700	Knot of Rust	X-Potion
14	50%	40%	-200	Golden Helm	Blue Fang	-800	Knot of Rust	X-Potion
15	75%	36%	-200	Phoenix Down	Foe: lowest MP	-700	Knot of Rust	X-Potion
16	60%	35%	-200	Bangle	Bangle	-700	Knot at Bust	Eilxir
17	50%	40%	-200	Phoenix Down	Marsk Stick	-800	Knot of Rust	X-Pelian
18	60%	40%	~200	Phoenix Down	Blue Fang	-700	Knot of Rust	X-Petian
19	60%	40%	-200	Phoenix Down	Blue Fang	-800	Knot of Bust	X-Polian
20	60%	40%	~200	Phoenix Opwn	Ether	-800	Knot of Rust	X-Polion
21	40%	50%	~200	Thet's Cutts	Thief's Cuffs	-700	Knot of Rust	Nishijin Be
22	45%	50%	~200	Phoenix Down	Burgonet	-700	Knot of Rust	X-Pohon
23	30%	70%	-200	Phoenix Down	Shielded Armor	-800	Knot of Rost	X-Potion
24	60%	40%	-200	Phoenix Down	Fne: lca-weak	-700	Knot of Rust	X-Potion
25	45%	55%	~200	Phnenix Down	Glacial Staff	-800	Knot of Rust	X-Polion
26	60%	40%	~200	Phoenix Down	Blue Fang	-700	Knot of Rust	X-Potion
27	60%	40%	-200	Phoenix Down	Foe: Ice-vulnerable	-800	Knot of Bust	X-Potion
20	65%	40%	-200	Phoenix Down	Effter	-700	Knot of Rust	X-Potion
29	50%	50%	-200	Pheenix Down	Glacial Staff	-700	Knot of Rust	X-Polion
30	60%	40%	-200	Phoenix Down	Blue Fang	-800	Knot of Rust	Ice Shield
31	40%	50%	-200	Phoenix Down	Ice Shield	-700	Knot of Rust	X-Potion
32	60%	40%	~200	Phoenix Down	Foe: HP ≥ 2000	-700	Knot of Rust	X-Potion
33	60%	40%	~200	Phoenix Down	For: HP < 2000	-800	Knot of Rust	X-Potion

The party's entrance into Freezing Gorge triggers a pair of short events. Balthier and Larsa have a brief exchange about knowing the heart of one's own father. Then the scene shifts to Archadia for a meeting between the Emperor Gramis and his recently returned son, Vayne. When control

returns, move up the Freezing Gorge, veering left at the fork to follow the canyon to the northeast. This takes the party into the Sand-Strewn Pass of Mt Bur-Omisace.





Father and son discuss the future of House Solidor, Will it live on? And by what means?

To Paramina Rift

Mt Bur-Omisace *W*





Action Checklist

Speak to the Gran Kiltias.

Explore and Restock

Here you can buy maps for both the Paramina Rift and Mt Bur-Omisace from the Cartographers' Guild moogle, then shop with the two traveling merchants. One sells weapons, armor, and items; the other sells accessories, ammo, and magick.



Buy the Haste spell and, if you can afford it, Golden Amulets. When equipped with a Golden Amulat, the amount of LP you care doubles! Keep in mind that while reserve party members do not earn EXP, they do earn LP, so consider equipping even reserve affies

Golden Goods

HALL OF THE LIGHT **TEMPLE GROUNDS** TEMPLE APPROACH SAND-STREWN PASS

Meet with the Gran Kiltias



The temple is a spectacular place and a refuge for all who come to the holy mountain of the Kiltias.

Now walk to the Hall of Light in the main temple. To get there, work your way through the Temple Approach and Temple Grounds. Talk to people along the way. You can learn plenty of interesting things about the sense of safety and refuge here and how generous the Kiltias are.



Climb these stairs up into the Hall of Light.

OBJECTIVE Find Mjrn in the Henne Mines



Climb the temple stairs up to the huge doors, called the Gate of the Holy Circle. Open the doors and approach the altar to trigger an event in which the Gran Kiltias meets with your party. Larsa has invited a visitor to the meeting, as well: Al-Cid Margrace, member of the ruling family of Rozarria, who arrives with some shocking news. This causes the Lady Ashe to change her request of the Gran Kiltias.





The scene switches to a grim new situation unfolding in the Imperial Palace of Archadia. Can war still be averted?



As the long event draws to a close, the Gran Kiltias sends your party back across the Paramina Rift to the Stilshrine of Miriam for

a new relic that can counter Vayne's dark power growing in the east. Larsa leaves your party, and your next destination lies to the south.





OBJECTIVE

Find the Sword of Kings in the Stilshrine of Miriam



The Gran Kiltias made mention of a great sword that can destroy nethicite. It is hidden in a vast underground sanctuary south of the frigid hoarfrost of the Paramina Rift.

Paramina Rift (South)

To Golmore Jungle

To Mt Bur-Omisace

9/ 11

28

PATH OF

THE FIRST-

FALL

FREEZING GORGE

FROZEN Brook

KARYDINE GLACIER

12

16

13

Action Checklist

Cross the Paramina Rift to find the Stilshrine

of Miriam.

FADING VALE

HEAD OF THE SILVERFLOW

ICEBOUND FLOW

To the Feywood (32)

SPINE OF THE ICEWORM

SILVERFLOW'S END

To the Stilshrine of Miriam

18

33

19

22 23

TREASURE TABLE		Normal		w/Diamond Armlet Equip.				
No.	App.%	gli %	lf gil	50%	50%	gil	90%	10%
1	45%	55%	-220	Phoenix Down	Betelgeuse	-750	Knot of Rust	X-Potion
2	60%	40%	-190	Phoenix Down	Blue Fang	~800	Knot of Rust	X-Potion
3	60%	40%	-240	Phoenix Down	Ethyr	-700	Knot of Rust	X-Potion
4	60%	40%	-160	Phoenix Down	Blue Fang	-800	Knot of Rust	X-Potion
5	60%	40%	~210	Phoenix Down	Foe: highest max HP	-770	Knot of Rust	X-Potion
6	50%	40%	-210	Phoenix Down	Blue Fang	-700	Knot of Rust	X-Potion
7	60%	40%	-210	Phoenix Down	Foe: lowest max HP	-800	Knot of Rust	X-Potion
8	45%	55%	-200	Phoenix Down	Dsafune	-800	Knot of Rust	X-Potion
9	60%	40%	-200	Phoenix Down	Blue Fang	-700	Knot of Rust	X-Pation
10	50%	50%	~200	Golden Armor	Serpent Rod	-800	Knot at Rust	X-Potion
11	60%	40%	-200	Phoenix Down	Foe: highest MP	-700	Knot of Rust	X-Potion
12	70%	30%	-200	Phoenix Down	Blue Fang	~700	Knot of Rust	X-Pation
13	50%	40%	~200	Phoenix Down	Quasimodo Boots	~700	Knot of Rust	X-Pation
14	50%	40%	-200	Golden Helm	Blue Fang	-800	Knot of Rust	X-Potion
15	75%	30%	-500	Phoenix Down	Foe: lowest MP	~700	Knot of Rust	X-Potion
16	60%	35%	-200	Bangla	Sangle	-700	Knot of Rust	Elixia
17	50%	40%	~200	Phoenix Down	Musk Stick	-800	Knot of Rust	X-Potion

Enemies here are the same as Paramina Rift (North), plus the following:













Emperor Aevis

	læ)	Eleme	ාැඩ
LV	HP	EXP	LP
25	14830	5583	4

TRE	TREASURE TABLE		Normal		w/Diamend Armlet Equip.			
No.	Арр.%	gil %	If gii	50%	50%	gil	90%	10%
18	60%	40%	-200	Phoenix Dover	Blue Fang	-700	Knot of Rust	X-Polion
19	60%	40%	-200	Phoenix Down	Blue Fang	-800	Knot of Rust	X-Polign
20	60%	40%	-200	Phoenix Down	Ether	-800	Knat of Rust	X-Potion
21	40%	50%	-200	Thief's Cuffs	Thief's Cutts	-700	Knot of Bust	Nishijiin Belt
22	45%	50%	-200	Phoenix Down	Burgonel	-700	Knot of Rust	X-Pation
23	30%	20%	-200	Phoenix Down	Shielded Armor	-860	Knot of Rust	X-Potion
24	60%	40%	-200	Phoenix Down	Foe: Ice-weak	-700	Knot of Rust	X-Potion
25	45%	55%	-200	Phoenix Down	Glacial Staff	-800	Knot of Rust	X-Potion
26	G0%	40%	-200	Phoenix Down	Blue Fang	-700	Knot of Rust	X-Potion
27	60%	40%	-200	Phoenix Down	Foe: Ice-vulnerable	-800	Knot of Rust	X-Potion
28	65%	40%	~200	Phoenix Down	Ether	-700	Knot of Rust	X-Potion
29	50%	50%	-200	Phoenix Down	Glacial Staff	-700	Knal of Rust	X-Potion
30	60%	40%	-200	Phoenix Down	Blue Fang	~800	Knot of Rust	Ice Shield
31	40%	50%	-200	Phoenix Bown	ice Shielit	-700	Knot of Rust	X-Potion
32	60%	40%	-200	Phoenix Down	Foe: HP ≥ 2000	-700	Knot of Rust	X-Potion
33	60%	40%	-200	Phoenix Down	Foe: HP < 2000	-800	Knat of Rust	X-Potion

Cross the Paramina Rift

Leave Mt Bur-Omisace and head back into Paramina Rift. The map and walkthrough describe the most direct route south to the Stilshrine of Miriam, but note that nearly half of the rift isn't on that route. There is a map of that half in the side quest sidebar, if you want to just explore or take a peek at the Feywood via the western exit from the Icebound Flow area. At this point in the game, though, the Feywood beasts are likely many levels higher than your characters. Also, avoid the extremely powerful Anchag creature that roams in the Karydine Glacier, This foe can KO a party member with a single hit!





If you wander west into these Icebound Flow canyons, you'll run into Level 29 Yetis.

When It's Snowing

Sometimes after you transition into a new area of the Paramina Rift, it will be snowing. A snowfall can bring out the powerful Ice Elemental, so be careful. Remember, an elemental is not aggressive unless you use magick in its presence.

Paramina Exploration

To try the side quest/exploration route in the Paramina Rift, start at the Frozen Brook and head either east into the Icebound Flow or south into the Karydine Glacier. Explore the areas shown on this map, but don't exit Icebound Flow to the west into the Feywood yet! Fierce foes at level 40 and higher roam that area.

There are a number of hunts in this area: Befoulment of the Beast, Wyrm Wrath's Renewal, and Paramina Run. Paramina Run is a fight against a white chocobo named "Trickster," and it is especially difficult. It does, however, earn you a new character in the Sky Pirate's Den.

For purposes of the story walkthrough, the most direct route to the Stilshrine starts at Freezing Gorge and heads south to Frozen Brook, then southwest to the Path of the Firstfall where you find a Save Crystal. From the crystal, go west and then south to exit into the Spine of the Icewyrm area, where some new enemies make an appearance. In particular, you must cross an ice bridge guarded by a trio of flying Garuda-Egi (weak against Dark magick) and filled with explosive traps. Use your ranged-weapon allies and magick attackers against them.

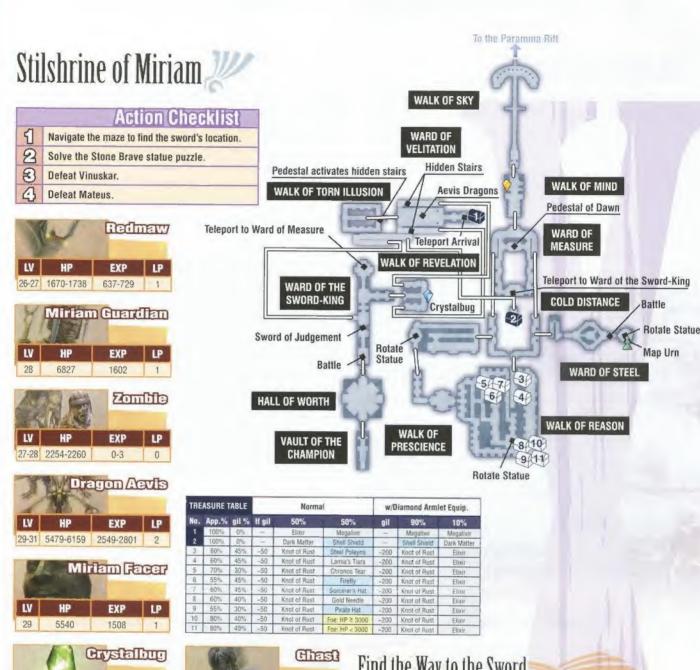


This ice bridge is the "Spine of the Icewyrm"; it is filled with traps and big birds.

Continue south through Silverflow's End, but watch out for a Level 29 Emperor Aevis lurking in this area. Hit it with a few Thunder spells to soften it up, then take it down. Finally, exit south to reach the Stilshrine of Miriam.



Beware the Emperor Aevis in Silverflow's End.









		Negalm	шшг
LV	HP	EXP	LP
31-32	18910-18970	2625-2718	7



		Ball	001
LV	HP	EXP	LP
28-29	1878-1936	1122-1223	1

LV HP EXP LP			尾	Cer
	LV	HP	EXP	LP
26-29 3026-3356 1151-1610 1	26-29	3026-3356	1151-1610	1

	Zomb	ie War	flor
LV	HP	EXP	LP
27-29	1878-1998	891-1077	1

Find the Way to the Sword

Proceed down the long Walk of Sky into the next area, the Walk of Mind, which has a Save Crystal. Use it and continue south to enter the shrine proper. In the Ward of Measure, find the Pedestal of the Dawn and equip your party leader with the Dawn Shard before you touch the pedestal to teleport to a new area. (If you touch the pedestal without the Dawn Shard equipped, the teleport won't work and three Zombies will arise from the ground to attack.)





Equip the Dawn Shard before operating the Pedestal of the Dawn, as otherwise it won't teleport the party and three Zombies will appear

OBJECTIVE Find the Sword of Kings in the Stilshrine of Miriam

The party's teleportation into the Ward of Velitation awakens a huge stone Miriam Guardian. Pound this foe with Wind spells like Aero, or just hack at it with weapons. There is a rare beneficial "trap" in front of the treasure chest here, so grab the chest and get a nice little boost in HP or MP.

Now comes a brutal fight, one where Quickenings or Time magicks can really come in handy. The only way forward is through a large room where powerful Dragon Aevis monsters stomp around angrily. These are Level 30 beasts! One tactic is to rush right into the middle

of them to draw all three closer together, then unleash a Quickening chain. (If you don't have Quickenings or a spell like Disable, it's probably best to simply flee past the dragons for now.) Additionally, try using the spell Blizzara to really inflict some damage!



One Dragon Aevis is bad enough, but three of them may be too much unless you Disable them first, or you have multiple characters with Quickenings to cast.



Even if you eliminate a couple of dragons with the Quickening chain, you may still need to flee. So if the situation gets desperate, just run due west past the two Miriam Facers at the doorway and escape into the next room, the Walk of Torn Illusion.

Climb the first staircase and defeat the Miriam Facer at the top. Then climb either set of side stairs and fight through Miriam Guardians to another Pedestal of the Dawn. As noted earlier, make sure your party leader is equipped with the Dawn Shard, then touch the pedestal to activate two hidden staircases back in the Ward of Velitation—yes, you must go back downstairs to the dragon room. When you arrive, go down either one of the newly opened stairs (there's a staircase on either side of the room) to descend into the next room, the Walk of Revelation.

Tame the Crystalbug

This room features a tough, tricky crystal. The green "Life Crystal" in this room resembles a Save Crystal, but it's actually a Crystalbug. After touching it, the Crystalbug will attack your party! Its magick attacks are brutal, so you may need to retreat and recharge your party at some point. Fortunately, the Crystalbug remains stationary, so you can quickly get out of its range. After defeating it, the Crystalbug turns into a blue Save Crystal. Use it and move on.



Go downstairs and enter the next room, the Ward of the Sword-King. As you move forward, two Blood Gigas guards step forward ready to fight. Defeat them and move down the hall to fend off another Miriam Guardian. You can't go north yet, since the ancient door is locked. Therefore, fight your way south to the massive stone Sword of Judgement that blocks the path. Examine it to open the north passage to a Way Stone. Go north to the Way Stone and touch it to teleport to the Ward of Measure, which takes you back to where you started.

Beware the Negalmuur

A ghastly and powerful creature called the Negalmuur may appear in the Ward of the Sword-King hallway. His magick creates foul undead minions called Ghasts. Killing the peripheral monsters he summons, whether for fun, EXP, LP, or chains, sounds like a good idea, but he stacks them up way too quickly and you'll almost certainly be overwhelmed. If you do choose to fight, unload everything you have on Negalmuur—remember, a Save Crystal is just one room away!

The doors at the bottom of the stairways are unlocked now. Go to the northwest corner of the room and head down the west stairs. Open the now unlocked door and enter Cold Distance.

Rotate the Three Statues

The party's next task is to find the three Stone Brave statues and rotate them to face the center of the Stilshrine. From Cold Distance, go down the corridor and take the first right into the next room, Walk of Prescience.

West Statue

Turn right and go to the northernmost aisle, turn left, and head west to the wall. Fight through Balloons (weakness: Water), Facers (weakness: Wind), and Zombie Warriors (weakness: Cure) to reach a statue called a Stone Brave. Rotate it to face toward the center of the shrine. To do so, select "Examine the statue" and then "Rotate the statue."



Find the three Stone Brave statues and turn each toward the center of the shrine.



Head south and go downstairs into the next room, called Walk of Reason. This is a huge, maze-like area with treasure tucked into several corners. You may want to spend some time here, exploring and racking up undead KOs. You can put together quite a Battle Chain in this area, what with all the Zombies, Ghasts, and Ghouls about.

Refer to the map for this section to find the statue in the south. (It is a maze, sort of, so check the map.) When you finally reach the Stone Brave statue, rotate it so that it faces north toward the center of the shrine.

Go Save Your Game!

A boss stands between the party and the last Stone Brave statue, so now would be a good time to return to a Save Crystal, heal up, and save your game. From the statue go east, then north to head into the next area, Cold Distance. From here you can go north through the ancient door into the Ward of Measure, then climb the stairs and exit the shrine north via the main door to save at the orange Save Crystal.

Retrace your route back down the east side of the shrine to Cold Distance and take the east exit into the Ward of Steel and go downstairs. Before you go through the door at the bottom, though, here's a tip. The next room holds a boss and a magnetic field that makes everyone wearing metal equipment suffer from the Slow effect. Before engaging this boss, make sure that your active party members are wearing light or mystic armor.



Vinuskar waits with its magnetic field ready to weigh you down.

Vinaskar

LVL	HP EXP LP						
27	15138 0 19						
Steal	Knot of Rust, Thief's Cuffs, Damascus Steel						



Vinuskar casts Slow to compound the sluggishness wrought by the magnetic field on party members wearing metal armor.

This boss fight is tough enough without a magnetic field adding an extra challenge. Any metal-wearing party members will be sluggish to start and then Vinuskar will cast Slow, making some of your characters excruciatingly slow. The good news is that Vinuskar isn't particularly speedy. You should be able to inflict damage to this boss with strong physical attacks.

This fight will seem like it's in slow motion at times, so make sure your status-healing gambits are in good shape, because Vinuskar will toss other spells at the party as well. Every once in a while it will also prepare to launch Sword Dance, its multi-sword super attack.



GO LIGHT AND MYSTIC

This was mentioned before this light, but it is worth mentioning again. Start with a threesome wearing light or mystic armor, if at all possible.



Try to chain together enouah Quickenina attacks so that you trigger your bonus area attack, Inferno.

One tactic to try is to hold allies with Quickenings in reserve. When Vinuskar's health bar drops to about 50 percent, or if your frontline fighters are worn down, swap in the entire reserve party and launch a Quickening mist chain. If you put together a good chain, you can knock out Vinuskar in one shot.

After Vinuskar falls, proceed to the ancient door behind it and enter the back room. Here you find the last of the three Stone Brave statues. Rotate it until it faces west. After doing so, a message indicates that the "Colossus" (the huge statue in the center of the shrine) has undergone some change.

There's also a Map Urn here containing a map of the Stilshrine of Miriam. You've been almost everywhere, so it doesn't reveal too much, but you can see two areas way down on the southern end of the shrine, south of the Sword of Justice that was blocking the hall earlier. It's time to check out those areas.

Find the Sword of Kings

Upon exiting the Ward of Steel, a brief event shows the Colossus raise its massive stone sword, thus unblocking the passage down south in the Ward of the Sword-King.





When you turn the third statue toward the center of the shrine, the Colossus raises its sword to open a new passage south.

Go north into the Ward of Measure and use the Way Stone to teleport down to the Ward of the Sword-King. Then take the first left and go upstairs to use the Save Crystal in the Walk of Revelation. Finally, turn around and go back west to the Ward of the Sword-King and head down to the door at the south end of the

Mafeas

	LVL	HP	EXP	LP			
	30	34259	0	27			
[8	iteal	Pisces Gem, Ether, High Arcana					

This boss battle really starts off in a frenzy of fighting. The first goal, as in most boss fights, is to eliminate any lesser enemies supporting the boss. Mateus immediately casts Reflect on himself and spawns six swarming Ice Azers that are difficult to beat in their own right. A powerful opening strategy to use is to launch a Quickening attack immediately on an Ice Azer in the middle of the swarm. A good Mist chain will eliminate or seriously debilitate the minions of Mateus.

If you don't have any Quickening spells at your party's disposal, then try Lightning magic: Thunder and Thundara can also cause serious damage to Ice Azers. Be careful about casting magic that might hit Mateus, as it will be reflected back to the party.

EQUIP ICE SHIELDS

If you have Ice Shields in your inventory, equip them on your melee fighters. They reduce Ice damage by half, which helps against the Ice Azers and when Mateus unleashes the frigid super attack, Blizzaja.

Once the Azers are melted down into puddles of cold water, unleash your party's weapons on Mateus. If you used Quickenings, you have some characters



area. Ice Shields help mitigate the damage.



with very low MP, so don't use magick attacks; keep MP for healing. Alternatively, you can swap out the characters involved in the opening Quickening for those with full MP. Mateus likes to cast spells that Sap, so make sure you're ready to remove it with Regen or Esuna, whether in a gambit or manually.

Just keep hammering away and keep healing! A gambit that casts Cura when one ally's HP gets low (say, down to 40 percent) keeps everybody healthy. Aside from his huge Blizzaja attacks, Mateus doesn't strike with any real power.

One tactic is to give your party leader a ranged weapon like a gun or bow. Then just keep them running in circles at a distance around Mateus, stopping only when it is time to attack or cast a healing spell. The constant movement is a way to boost the leader's MP without consuming precious Ethers. Another tactic is to assign party leadership to the character currently bearing the brunt of the foe's attention, then have that character run away from Mateus. Running away not only builds MP but also delays the enemy's attacks as the foe is forced to give chase. "Spreading the field" like this can also cause multiple-target enemy attacks like White Breath or Blizzaga to hit only one or two characters.

OBJECTIVE Find the Sword of Kings in the Stilshrine of Miriam

After your victory, continue south through the door into the Vault of the Champion. Walk forward to the spinning gear mechanism to trigger an event in which Ashe seizes the Sword of Kings at last. The sword appears in your weapon inventory, but we don't recommend that you use it. It certainly has its special uses, but fighting isn't one of them. Beyond the storyline and aesthetic purposes, it is mostly notable for being the first Greatsword you're likely to happen upon, as well as one of the few pieces of gear that doesn't require a license to use!







Return to Mt Bur-Omisace

After the event, head north to the Way Stone. Use it to return to the Ward of Measure, then exit the shrine. Next, head for the Save Crystal to trigger another chilling event. The Imperial fleet passes overhead yet again, but they don't stop this time. Looks like their business is finished.





What was it? And what's that smoke ahead in the distance? Go to the Save Crystal and use it to teleport back to Mt Bur-Omisace.





Mt Bur-Omisace



Action Checklist Find the Gran Kiltias Anastasis Defeat Judge Bergan. Get to Nalbina Fortress.

Stock Up and Upgrade



Yes, your primary objective is complete, but there is one last boss to face before you can move on to the next objective. It's raining here, and if you talk to some of the wounded Kiltias, you learn that Imperial forces have desecrated the holy mountain.

Before you investigate, visit the traveling merchants and upgrade everything. You should have a lot of loot to sell and plenty of LP to



license new gear, so do it now. Save your game again and head north into the temple to trigger a particularly grim event.



Jadge Bergan

LVL	HP	EKP	LP			
30	17200	0	19			
Steal	Hi-Potion, Ruby Ring, Ether					

As usual, eliminate the minions first. In this case, three minor Judges assist Judge
Bergan; they're right behind the party at the start of the fight. Let them catch up with
Bergan; you want them all as close together as possible. Once they reach Bergan, nail the
boss with a Quickening chain of at least three hits to trigger an Inferno or Cataclysm while his
three minions are nearby. This can hurt Judge Bergan and wipe out his minions at the same time.

Bergan will cast random Dark, Water, and Aero spells at the party. However, he lacks a super attack (unlike most other bosses) that can wipe out your characters in a single hit. He does have vicious combo attacks that get faster and deadlier as his HP drops to critical levels. One tip is to send in two strong, well-armored melee sluggers with big hitting weapons, but make your party leader a ranged fighter with good healing gambits. Keep the party leader as far away from Judge Bergan's blades

as possible. The temple path is narrow but long, so you can run your healer up and down the path to keep building MP while staying clear of Bergan.



Remember that you can use the Charge technick to replenish any depleted MP.

Tatrick with weapon in hand

Charles 1 (30)

Vaan has fellen

Attack

Magicias & Technicks

Magicias & Technicks

Curage Charleter

Curage Charleter

Attack

Magicias & Technicks

Attack

At

Judge Bergan gets even more dangerous as he nears KO status.

As mentioned earlier, the Judge goes nuts with combo attacks as his HP dwindles lower. When this occurs, you may want to have only one character, your strongest fighter, trading blows with Bergan while keeping your other two characters slinging health spells and potions at their ally. A shield is essential for this type of role, which still works out nicely for a heavy damage dealer as one-handed weapons like axes and hammers are potentially excellent damage-dealing options. A good shield, especially with the Gauntlets accessory equipped, often reduces previously difficult adversaries to helpless targets.

After the battle, watch the next event to see the fate of the Gran Kiltias and learn what happened to young Lord Larsa. Al-Cid appears and Lady Ashe makes a fateful decision about the Sword of Kings and the Dusk Shard. Balthier then points you toward your next destination: the Draklor Laboratory, where, as he puts it, "the Empire's weapon research begins and ends."





Before you exit the temple area, talk to the "Acolyte" pacing at the bottom of the temple staircase. He will hand over an artifact called the Stone of the Condemner. You can use this inside the Stilshrine to find an optional bidden Esper! (For more on this, see the "Side Quests" chapter in this guide. This unique battle against Zeromus prevents the use of magicks, and attempting it isn't really reasonable until your party is at least Level 35.) Return to the Save Crystal in the Sand-Strewn Pass. Use the crystal to teleport to Nalbina Fortress if you've already been there and activated its crystal. If not, teleport to Rabanastre and exit the city via Eastgate into the Dalmasca Estersand. Proceed northeast through The Stepping and Outpost into Yardang Labyrinth. From there, exit east to Nalbina Fortress.

Find the Hunters' Camp on the Archadian Border



The ultimate goal here is the Draklor Laboratory in Archades. You must first reach the Phon Coast hunters' camp, though, traveling on foot from Nalbina Fortress via the Mosphoran Highwaste and the Salikawood.

Action Checklist

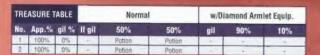
- Stock up on goods and equipment.
 - Enter the Mosphoran Highwaste.

Nalbina Fortress *W*



Battle





LOWER APARTMENTS

THE HIGHHALL



Battle

UPPER APARTMENTS

Prep for the Long Trek

Back on Mt Bur-Omisace Balthier, Fran, and Ashe plot the party's approach to the Draklor Laboratory in Archades. With the air and sea routes sure to be heavily monitored by Imperial eyes, the safest way to go is on foot through Nalbina, the Mosphoran Highwaste, and the Salikawood—and that just gets the party to the border. Before leaving, heed Balthier's words of wisdom: "Better go prepared."

Mysterious Magišks

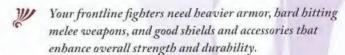
Majūina Iswii

Jajim Bazaar



Shop at the finer Nalbina establishments and purchase some upgrades.

By now you should be developing your characters with distinctive roles in mind. This means that each one will have specific needs:



Your magick casters need new and better spells, mystic armor upgrades, and preferably ranged weapons. This will enable them to heal your party from a distance, while still getting in a few good shots during combat.

Your light armor characters require enhanced speed and vitality, and perhaps technicks that add special twists to their attack capabilities.

There should be some overlap in roles, of course. You want your brawlers to have the ability to cure a party member and cast an occasional Black Magick spell. You want your mages to have the ability to defend themselves against a close rush of White Wolves or Zombies. Some versatility is good; in general, though, make sure your characters develop well-defined roles.



After you've completed your shopping, you may want to return to the crystal in West Barbican and save your game. Next, head northwest into the Mosphoran Highwaste.

Mosphoran Highwaste *W*

Overview Map

The map of the Mosphoran Highwaste shown here reflects only the areas of the main routes that are directly connected. To learn about access to the secret areas, refer to the "Side Quests" chapter in this guide.

Action Checklist Cross the Mosphoran Highwaste.



No.			TH.
LV	HP	EXP	LP
30-31	3518-3638	1548-1649	1









	Q.	Villa	ШЭ
LV	HP	EXP	LP
30-32	4022-4158	1952-2136	2





Hike Through the Highwaste

Mosphoran Highwaste. Sounds like a fun place, doesn't it? These mountain passes and canyons are crawling with wolf-like Worgens, making it a good place to string together a Battle Chain. The party starts in the Southern Skirts. Move northwest. You can take either one of two exits leading up to the next area, Summit Path, but watch out for the explosive traps blocking the passages. Move up against the

ravine walls and carefully move past the traps.

Beware the Fire Elemental floating around this area. Your party may be strong enough to challenge this elemental, but make sure you know where the zone exits are just in case things get out of hand. Keep an eye out for the Wary Wolf on the Summit Path, too; it's a powerful Rare Game animal-very rare, in fact!



Lots of Worgens prowl the Highwaste, so try to avoid other species for awhile and put together a Worgen-based Battle Chain. Watch out for the rare Wary Wolf, too.

TREASURE TABLE			1	formal	w/E	Diamond Armi	et Equip.	
No.	Арр.%	gil %	If gil	50%	50%	gil	90%	10%
1	70%	33%	-200	Hi-Potion	Phoenix Down	-390	Knot of Rust	Red Fang
2	70%	33%	-190	HI-Potion	Bacchus's Wine	-480	Knot of Rust	Elixir
3	70%	33%	-180	Hi-Potran	Fee: character HP ≥ 50%	-480	Knot of Rust	HI-Ether
4	70%	33%	-250	Hi-Potion	Foe: character HP < 50%	-650	Knot of Rust	Elixir
5	70%	33%	-260	Hi-Potian	Phoenix Down	-390	Knot of Rust	Blue Fang
Ð	60%	60%	-300	Hi-Potian	Burning Bow	-550	Knot of Rust	Elixir
7	70%	33%	-230	HI-Polion	Foe: ice-vulnerable	-600	Knot of Rust	Hi-Ether
8	70%	33%	-280	Hi-Potion	Ether	~650	Knot of Rust	Elixir
9	70%	33%	-500	Hi-Potton	Water Mote	~480	Knot at Rust	Elixir
10	50%	60%	-200	Hi-Potlon	Embroidered Tippet	~390	Knot of Rust	Stue Fang
11	60%	50%	-300	Hi-Potian	Headband	-390	Knot of Rust	Blue Fang
12	70%	33%	-400	Hi-Potton	Vaccine	-750	Knot al Rust	Elixir
13	70%	33%	-280	Hi-Polian	Hi-Ether	~550	Knot of Rust	Hi-Ether
14	70%	33%	-200	Polion	Foe. highest magick resist:	-650	Knot of Rust	Elixir
15	70%	33%	-150	Potion	Foe highest detense	-480	Knot of Rust	Hi-Ether
16	50%	40%	-400	Potion	Pirate Hat	~500	Knot of Rust	Elixir
17	70%	33%	-150	Hi-Potion	Phoenix Down	~390	Knot of Rust	Blue Fano

Exit from Summit Path to the northwest into Babbling Vale. This area is a caravan rest stop with a Save Crystal, a traveling merchant named Luccio, and a Scout moogle who sells a Mosphoran Highwaste map and tells of a giant Bomb deep in the Salikawood. (This is an optional boss you can fight later.)

The Wind Shrines

If you acquire the Mosphoran Highwaste map from the moogle in the Babbling Vale and examine it, you will see a number of seemingly unconnected areas tucked in and around the main areas of the Highwaste. These are areas that you can reach by finding the hidden paths.

Note the eight wind shrines around the Babbling Vale area of the Mosphoran Highwaste. Talk to the Learned Man looking at the northeast shrine and he gives you some information about what he has learned. Note, however, that you must return later to unlock the shrine puzzle, which leads to an Esper named Exodus, Also, the "Trouble in the Hills" hunt target, Atomos, is located in Northern Skirts.

Exit the Babbling Vale to the north into the coolest-sounding area so far, the Trail of Sky-flung Stone. Pythons start popping up to attack, so be ready. Near the rock bridge, a flock of Vultures can be seen circling above. Shoot them out of the sky and move to the east exit.





Remember to swap in party members with ranged weapons against flyers like the Vultures that patrol the Trail of Sky-flung Stone. If Fran is your archer, move her attack gambits higher and let others do the healing.

WHACK THE ROCK

Approach the "Weathered Rock" at the far eastern end of the Trail of Sky-Flung Stone and press the X button to hit it. This action starts a landslide that opens a secret route back to the Rays of Ashen Light area.

Now fight through the Northern Skirt to a long bridge at Halny Crossing. Run across it to leave the Mosphoran Highwaste behind and enter the Salikawood.



This long bridge at Halny Crossing leads north to the Salikawood.

The Salikawood *W*

Action Checklist

- Get to the border gate.
- Round up the moogle apprentices to finish fixing the gate.
- Exit the Salikawood into the Phon Coast.

Wyrdhare 2739-2959 856-1042 1 **Pumpkin Head**





To the Mosphoran Highwaste

OBJECTIVE

Find the Hunters' Camp on the Archadian Border



N		Anta	res
LV	HP	EXP	LP
33-34	6458-6568	2228-2317	1

1	C Beltme						
LV	HP	EXP	LP				
35-36	4501-4576	1961-2111	1				

4	*Brow	n Choe	<u></u>
LV	HP	EXP	LP
32-35	3718-3922	1733-2009	1

*Accessible after defeating King Bomb.

TRE	ASURE 1	ABLE		1	lormai	W/I	ilet Equip.	
No.	Арр.%	gil %	If gif	50%	50%	qit	90%	10%
2	40%	50%	-220	Hi-Potion	Ether	-500	Knot of Rust	Hi-Ether
1	40%	50%	-220	HI-Potion	Ether	-540	Knot of Rust	HI-Ether
3	60%	50%	-180	Hi-Potion	Ether	-500	Knot of Rust	Hi-Ether
4	60%	50%	-180	Hi-Potion	Foe: highest speed	-500	Knot of Rust	Elizir
5	60%	50%	-180	Hi-Potion	Remedy	~540	Knot of Rust	Hi-Ether
В	60%	50%	-180	Hi-Pation	Hi-Ether	-540	Knot of Rust	Elixia
7	60%	50%	-180	Hr-Potion	Remedy	~500	Knot of Rust	Hi-Ether
B	60%	50%	-180	Hi-Potion	Foe: lowest speed	-540	Knot of Rust	HI-Ether
9	60%	50%	-180	Hi-Potion	Holy Mote	~500	Knot of Rust	Hi-Ether
10	45%	60%	-220	MI-Potion	Bone Mail	-540	Knot of Rust	Megalhor
11	50%	50%	-190	Hi-Potron	Ether	-500	Knot of Bust	HI-Ether
12	50%	50%	-250	Hi-Pation	Balanca Mote	-540	Knot of Rust	Hi-Ether
13	50%	50%	-190	Hi-Pation	Foel highest magick power	-500	Knot of Rust	Hi-Ether
14	50%	50%	-220	Hi-Potton	Foe: lowest magick power	-540	Knot of Rust	Hi-Ether
15	50%	50%	-600	Hi-Potion	Remedy	~1000	Knot of Rust	Hi-Ether
16	50%	50%	-200	Hi-Potion	Ether	-500	Knot of Rust	Hi-Ether
17	50%	50%	~200	Hi-Pation	Elfier	+500	Knot of Rust	HI-Ether
18	50%	50%	-220	Hi-Potion	Ethar	-500	Knot of Rost	Hi-Ether
19	50%	50%	-190	Hi-Potion	Balance Mote	~540	Knot of Rust	Hi-Ether
20	50%	50%	-300	HI-Potion	Hi-Ether	-500	Knot of Rust	Elixir
21	40%	50%	-400	HI-Potion	Bone Helm	~700	Knot of Rust	Elixir
22	70%	40%	-200	Hi-Potion	X-Potion	-500	Knot of Rust	Hi-Ether
23	45%	40%	~500	HI-Pation	Feathered Boots	-700	Knot of Rust	Hi-Ether
24	40%	50%	~200	Hi-Patron	Ether	-500	Knot of Rust	Elixir
25	40%	50%	-200	Hi-Patron	Aero Mote	-540	Knot of Rusi	Hi-Ether
26	40%	50%	-200	Hi-Pation	Hi-Ether	-540	Knet of Aust	Hi-Ether
27	40%	50%	-250	Hi-Pation	Foe: highest strength	~500	Knot of Rust	Hi-Ether
28	40%	50%	-250	Hi-Potlan	For: Inwest strength	-540	Knot of Rust	Elixir
29	40%	50%	-200	HI-Petlan	Water Mote	~500	Knot of Rust	Hi-Ether
30	66%	50%	-200	Hi-Petion	Phoenix Down	~600	Knot of Rust	Hi-Ether
31	45%	90%	-300	Hi-Potion	Fuzzy Miter	-700	Knot at Aust	Elixir
32	66%	50%	-200	Hi-Potron	Foe: lowest level	~700	Knot of Rust	Elixir
33	66%	50%	~200	Hi-Potion	Foe: highest level	-700	Knot of Rust	Hastega Mot
34	66%	50%	-400	Hi-Potion	Hi-Ether	-600	Knot of Rust	Hi-Ether

THE	ASURE 1	SURE TABLE		Normal			w/Diamond Armlet E	
Na.	Арр.%		If gif	50%	58%	git	90%	10%
2	40%	50%	-220	Hi-Potion	Ether	-500	Knot of Rust	Hi-Ether
1	40%	50%	-220	HI-Potion	Ether	-540	Knot of Rust	HI-Ether
3	60%	50%	-180	Hi-Potion	Ether	-500	Knot of Rust	Hi-Ether
4	60%	50%	~180	Hi-Potion	Foe: highest speed	-500	Knot of Rust	Elixir
5	60%	50%	-180	Hi-Potion	Remedy	~540	Knot of Rust	Hi-Ether
B	60%	50%	-180	Hi-Pation	Hi-Ether	-540	Knot of Rust	Elixia
7	60%	50%	-180	Hr-Potion	Remedy	~500	Knot of Rust	Hi-Ether
B	60%	50%	-180	Hi-Potion	Foe: lowest speed	-540	Knot of Rust	HI-Ether
9	60%	50%	-180	Hi-Potion	Holy Mote	~500	Knot of Rust	Hi-Ether
10	45%	60%	-220	Hi-Potion	Bone Mail	-540	Knot of Rust	Megallxir
11	50%	50%	-190	Hi-Potron	Ether	-500	Knot of Rust	HI-Ether
12	50%	50%	-250	Hi-Pation	Balanca Mote	-540	Knot of Rust	Hi-Ether
13	50%	50%	-190	Hi-Pation	Foel highest magick power	-500	Knet at Rust	Hi-Ether
14	50%	50%	-220	Hi-Potion	Fae: lowest magick power	-540	Knot of Rust	Hi-Ether
15	50%	50%	-600	Hi-Potion	Remedy	~1000	Knot of Rust	Hi-Ether
16	50%	50%	-200	Hi-Potion	Ether	-500	Knot of Rust	HI-Ether
17	50%	50%	~200	HI-Pation	Elfier	+500	Knot of Rust	HI-Ether
18	50%	50%	-220	HI-Potion	Ether	-500	Knot of Rost	Hi-Ether
19	50%	50%	-190	Hi-Potion	Balance Mote	~540	Knot of Rust	Hi-Ether
20	50%	50%	-300	HI-Potion	Hi-Ether	-500	Knot of Rust	Elixir
21	40%	50%	-400	HI-Potion	Bone Helm	~700	Knot of Rust	Elixir
22	70%	40%	-200	Hi-Potion	X-Potion	-500	Knot of Rust	Hi-Ether
23	45%	40%	~500	HI-Potion	Feathered Boots	-700	Knot of Rust	Hi-Ether
24	40%	50%	~200	Hi-Patron	Ether	-500	Knot of Rust	Elixir
25	40%	50%	-200	Hi-Patron	Aero Mote	-540	Knot of Rusi	Hi-Ether
26	40%	50%	-200	Hi-Pation	Hi-Ether	-540	Knot of Aust	Hi-Ether
27	40%	50%	-250	Hi-Pation	Foe: highest strength	~500	Knot of Rust	Hi-Ether
28	40%	50%	-250	Hi-Potlan	For: Inwest strength	-540	Knot of Rust	Elixir
29	40%	50%	-200	HI-Petlan	Water Mote	~500	Knot of Rust	Hi-Ether
30	66%	50%	-200	Hi-Potion	Phoenix Down	~600	Knot of Rust	Hi-Ether
31	45%	90%	-300	Hi-Potion	Fuzzy Miter	-700	Knot of Apst	Elixer
32	66%	50%	-200	Hi-Potron	Foe: lowest level	~700	Knot of Rust	Elixir
33	66%	50%	~200	Hi-Potion	Foe: highest level	-700	Knot of Rust	Hastega Mote
34	66%	50%	-400	Hi-Potion	Hi-Ether	-600	Knot of Rust	Hi-Ether

Get to Salikawood's East Gate

The party arrives in the Omen-Spur area, which contains some odd creatures. Follow the path to the next area, the Path of Hours, where a welcome sight awaits: a Save Crystal. Talk to the pacing

Forest Traveler to learn about the hunters' camp on the Phon Coast to the east-the party's interim destination. Unfortunately, the Salikawood's east gate is broken; a moogle crew is doing repairs, but their work ethic is a bit sub-par. He also says he dropped his map of the wood; chances are it's nearby somewhere.



The moogles are resting in their bungalow, but they have a gate to finish...

Approach the nearby forest bungalow and talk to the three "layabout" moogles inside. They indicate that they're working on the gate up ahead. Well... actually, they're resting right now. Now take a moment to find the area map. Exit the Path of Hours, crossing the next bridge north onto Trunkwall Road.



The Pumpkin Head is the dominant species in the southern Salikawood.

Veer right at the first fork, then go right two more times to find the Map Urn that holds the full map of the Salikawood. Next, head straight up the walkway to the northeast; veer east at the intersection to exit into Diverging Way.

There are lots of Pumpkin Heads everywhere, which makes for good Battle Chains. They're tougher than they look, though, especially when they swarm their targets in groups of three or more. Head for the east exit into the next area, Living Chasm.



While in Living Chasm, you can see the huge gate in the cliff wall up ahead. Approach the moogle Boss pacing at the gate. He explains that the gate leads to the Phon Coast. It will be open as soon as his nine moogle apprentices return from their break in the Salikawood and finish the repair work. He suggests that you look in the Salikawood bungalows scattered throughout the woods. After the conversation ends, talk to him again to get a more complete version of the story.





The great gate lies up ahead. Talk to the moogle Boss to learn that his workers are on break and scattered throughout the Salikawood. Check your map to find their locations.

Round Up the Nine Moogle Apprentices



Talk to the moogles in their forest bungalows to get them back to work. After each conversation, they indicate how many moogles are left to retrieve. Open up the Area Map to see new flashing icons that indicate where the nine moogles are holed up. Find them and talk to them in their bungalows to get them working on the gate again. A "moogle counter" in the upper-right corner of the screen tracks the number of moogles found. Two of their bungalows are side by side, in the Garden of Decay.

When all nine moogles are back on the job, take them up on their offer to return to the gate with them. The party automatically goes

to the east gate to watch the gate open. Walk through and talk to the moogle Boss to get a thank-you gift: a pair of Quasimodo Boots, an accessory that makes the wearer immune to Sap status. Next, continue east to the Phon Coast.



Chat with the moogle Boss before moving onward to receive a gift.

The Big Bomb Boss and the Necrohol

An optional boss battle awaits in the Grand Bower in the northwest part of the Salikawood. The King Bomb and three minions prowl this area. This crew may be too tough right now, but you can run away from this boss fight if you get overwhelmed. After defeating the King Bomb, you can continue to the Corridor of Ages and find Braegh, the mark in the "Rodeo to the Death" hunt. Again, check the "Side Quests" chapter for more details on these fights. If you continue northwest from the Salikawood, you will enter the Necrohol of Nabadis. This is quite a grim area with very tough enemies. This is where you can find the Zodiac Spear (in a treasure chest located in the Cloister of the Highborn area). Note, however, that you can only obtain it if you do not open the four treasure chests mentioned in our "Don't Touch That Treasure!" tip boxes located in this walkthrough.

NO IMMUNITY AFTER THE FACT

Items like the Quasimodo Boots, which provide immunity to certain status effects, only work if equipped before the wearer is hit with the status ailment in question. In this case, for example, equipping the Quasimodo Boots on a character already afflicted with Sap does nothing. Wearing the boots at the moment a foe attempts Sap, however, keeps the wearer immune.

The Phon Coast W

Action Checklist Find the Phon Coast hunters' camp.

Proceed to the Tchita Uplands.



THE HAKAWEA SHORE



37-38 12251-12592 4457-4583

DBJECTIVE Find the Hunters' Camp on the Archadian Border

TRE	ASURE	TABLE		N	ormal	W/	Diamond Am	nlet Equip.
No.	App.%	gil %	If gif	il 50% 50%		gil	90%	10%
1	50%	75%	-250	HI-Polian	Metal Jerkin	~500	Knot of Rust	
2	65%	75%	-200	Hi-Potian	Vanishga Mote	~500	Knot of Rust	
3	65%	75%	-300	Hi-Pation	Warp Mote	~600	Knot of Rust	
4	65%	75%	-250	Hi-Potlan	Foe: highest max MP	~500	Knot of Rust	
5	65%	75%	~250	Hi-Potian	Foe: lowest max MP	~500	Knot of Rust	Elixir
6	65%	75%	-258	Hi-Potion	Water Mote	-500	Knot of Rust	
8	65%	75%	-300	Hi-Potion	Riffectga Mote	-600	Knot of Rust	Hastega Mot
9	65%	75% 75%	-250 -250	Phoenix Down	Balance Mote	-500	Knot of Rust	Elixir
10	65%	75%	~250	Hi-Potion	Foe: highest max HP	-500	Knot of Rust	Hastega Mot
17	45%	75%	-250	Phoenix Down Hr-Potion	Foe lowest max HP Murasame	-500	Knot of Aust	Elixer
12	65%	75%	-350	Phoenix Down	Vanishga Mote	-500 -700	Knot of Rust	Hastega Mot
13	65%	75%	-350	Hi-Potion	Float Mote	~700	Knot of Rust	Scathe More
14	65%	75%	-350	HJ-Potion	Warp Mote	-700	Knot of Rust Knot of Rust	Elixir Usatasa Mar
15	65%	75%	-350	Hi-Potion	Warp Mote	-550	Knot of Rust	Hastega Mot
16	65%	75%	-340	Hi-Potion	Aero Mote	-600	Knot of Rust	Hastega Mot Hastega Mot
17	65%	75%	~300	HI-Potion	Foe: highest MP	-580	Knot of Rust	Scatne Mote
18	55%	80%	-250	Hi-Potion	Aldebaran	-500	Knot of Rust	Scathe Mote
19	65%	75%	~250	Hi-Potion	Foe lowest MP	-600	Knot at Rust	Elixir
20	65%	75%	-250	HI-Potion	Reflectpa Mote	~600	Knol of Rust	Hastega Mot
21	65%	75%	-330	Hi-Potlon	Float Mote	-550	Knot of Rust	Elixir
22	65%	45%	~300	Hi-Potion	Foe: HP < 5000	-650	Knot of Bust	Elixir
23	85%	75%	-250	Plicenix Down	Vanishga Mote	-500	Knot et Rust	Elexit
24	65%	45%	-300	Hi-Potion	Foe: HP ≥ 5000	~600	Knot of Rust	Hastega Mot
25	55%	75%	-400	Phoenix Down	Warp Mote	-750	Knot of Rust	Hastega Mote
26	40%	80%	-250	HI-Potion	Black Cowl	-500	Knot of Rust	Scathe Mote
27	40%	80%	-1000	Hi-Potron	Black Garb	~2000	Knot of Rust	Elixir
28	65%	45%	-500	Hi-Potion	Foe: wind-weak	-700	Knot at Rust	Hastega Mote
30	65% 65%	75% 45%	~300	Ht-Potion	Float Mote	-600	Knot of Rust	Hastega Mote
31	65%	75%	~300	Hi-Potion	Foe: wind-vulnerable	-800	Knot of Rust	Scattle Mote
32	65%	75%	-300	Hi-Potion Hi-Potion	Hr-Ether	-600	Knot of Rust	Elixit
33	65%	75%	-320	Hi-Potion	Warp Mote Float Mote	-600 -700	Knot of Rust	Hastega Mote
34	60%	80%	-300	Hi-Pation	Diamond Shield	-700	Knot at Rust	Elixlr
35	65%	75%	-320	Hi-Potion	Vanishga Mote	-700	Knot of Rust Knot of Rust	Hastega Mote Scathe Mote
36	60%	60%	-300	Hi-Pation	Halberd	-700	Knot of Rust	Scathe Mote
37	50%	80%	~300	Hi-Potion	Aldebaran	-700	Knot of Rust	Hastega Mote
38	65%	45%	~400	Hi-Potion	Foe: character HP < 50%	-700	Knot of Aust	Elixir
39	65%	45%	-400	HI-Pation	Foe: character MP ≥ 50%	-700	Knot of Rust	Scathe Mote
10	60%	80%	-300	Hi-Potion	Gokutz Pole	-700	Knot of Rust	Hastega Mote
11	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
12	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
13	100%	50%	2000	Knot of Rust	Knot of Rust	5000	Knot of Rusi	Dark Matter
14	100%	50%	200	Knot of Rust	Knot al Rust	500	Knot of Rust	Dark Matter
5	100%	50%	200	Knot of Rest	Knot of Rust	500	Knot of Rust	Dark Matter
16	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
17	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Bust	Dark Matter
8	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
9	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
iO	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot at Rust	Dark Matter
1	100%	50%	200	Knot of Aust	Knot of Rust	500	Knot of Rust	Dark Matter
2	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
ы 4	100%	50%	200	Knot of Rost	Knot of Rust	500	Knot of Bust	Dark Matter
á	100%	50%	200	Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
6	100%	50%	200	Knot of Rust Knot of Rust	Knot of Rust	500	Knot of Rust	Dark Matter
7	65%	75%	-300	Hi-Potion	Knot of Rust	500	Knot of Rust	Dark Matter
8	55%	75%	-300	Hi-Potion	Reflectga Mote Thorned Mace	-600 eee	Knot of Rust	Hastega Mote
9	65%	65%	-400	Hi-Potion		~800 ~800	Knot of Rust	Scathe Mote
0	65%	65%	-400	Hi-Pohan	Ally: status = Lure Ally: status = Berserk	~800	Knot of Rust	Elixir Scatte Mate
1	45%	80%	-200	Hi-Pation	Adamant Hat	~700		Scathe Mote
2	65%	50%	-350	Hi-Potion	Ally status = Reflect	~700	Knot of Rust	Hastega Mote
3	65%	50%	-340	Hi-Potion		-700		Scathe Mote
4	65%	70%	-200	Hi-Potlon	Ally: status ± Stop Reflectgs Mote	-700	Knot of Rust	Elixir Hastega Mote
5	65%			HI-PONON I				
5	65% 50%	80%	-200 -180	Hi-Potlan Hi-Potlan	Vanishga Mote Recurve Crossbow	-700 -700	Knot of Rust	Scathe Mote

Find the Hunters' Camp

At this stage of the game, the party crosses over into Archadia. From the Save Crystal in Kaukula Pass, walk south into The Reseta Strand and then fight your way southeast along the beach. These enemies are quite tough, so come prepared. If you don't have well-equipped party members leveled up to at least 27 or 28, you may have a very difficult time against the Bagoly, Pyrolisk, and Silver Lobo foes.

Continue southeast through the Pora-Pora Sands. (Stay close to the left wall to find a *secret path*, which you can't use yet. A hunter won't allow access.) Now head east across Cape Uahuk to the Hunters' Camp.

This triggers an event in which Balthier tells Lady Ashe a story about nethicite and Doctor Cid, the director of Draklor Laboratories.







After the event, explore the camp a bit. Buy a Phon Coast map from the moogle near the north exit; check out the Vendor of Goods; upgrade equipment and licenses; and then save your game at the Save Crystal.



The hunters' camp is an oasis in a hostile land. Use it as a base for hunts and leveling up in the surrounding monster-filled areas.

The Hunt Club

If you try talking to the "Shady bangaas" in front of the hul directly across the sand from the Vendor of Goods, you will hear some pretty evasive and threatening

responses. These hunters are members of something called the Hunt Club, and this location is where you can start the Hunt Club side quest.



You can't begin the Hunt Club until after you complete the Mandragoras boss fight in Sochen, then return and speak to the Hunt Master (the bangaa at the hut's door). Note the Notice Board with its posted bills is not inside a tavern here, but instead it is located outside not far from the Save Crystal.

If you don't have a few Level 30 characters yet, now would be a good time to explore and do some leveling up. Try heading west into Cape Tialan and then up to the Mauleia Strand, or east to the Vaddu Strand, looking for treasure and conquests.



DON'T TOUCH THAT TREASURE:

There are four treasure chests connected to a chest found later (in the Necrohol of Nabudis) that holds the most powerful weapon in the game, the Zodiac Spear. If you open any of those first four chests, the Zodiac Spear disappears from its chest in Nabudis!



The fourth treasure chest is included amongst the huge stash of 16 chests at the eastern end of the Vaddu Strand in the Phon Coast region. If you want the Zodiac Spear later, do not open these 16 treasure chests. If, however, you've already opened one of the previous three connected chests, you might as well crack open these 16 and reap the gil.

Watch out for the innocent-looking Mandragora foursome on the high pass in Cape Tialan. They're neutral, so they won't do much unless you try to attack or steal from them. If you do, then all four of them will descend on your party with a fury. This would be a good time for a Quickening chain.

Keep stockpiling loot until you can sell enough to get at least three of your characters equipped with the best armor and weapons available from the Vendor of Goods back in Hunters' Camp. When you're ready to move deeper into Archadia, take the northernmost exit from the Hunters' Camp into the next area, the Caima Hills.



SECRET CHOCOBO TRAILS

Look for "Wayward Chocobos" and catch a ride in exchange for some Gysahl Greens. Also, watch for grassy ravines that disappear into the hills. These may be secret chocobo trails that are only accessible when riding a chocobo.

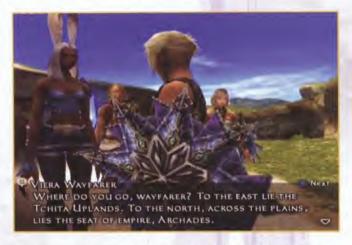
These trails usually provide convenient shortcuts between areas. One of them connects the northern Pora-Pora Sands with the Calma Kills.



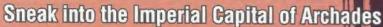


Head North to Tchita Uplands

Watch out for a lumbering Archaeosaur in the Caima Hills. Hack and slash up to the northeast exit into the Limatra Hills. Remember to use your ranged weapons when Pyrolisks flap overhead. When you finally reach Rava's Pass, use the Save Crystal to heal up and save your game.



Talk to the viera wayfarer near the crystal in Rava's Pass to get a directional update.





With the main routes into the Imperial city carefully watched, the best way into town is to go through the Tchita Uplands and use a vast underground cavern complex called the Sochen Cave Palace.

THE HIGHLANDS

THE CHOSEN PATH

Tchita Uplands W

To Sochen Cave Palace

THE SKYTRAIL **FIELDS OF ETERNITY**

To Phon Coast

REALM OF THE ELDER DREAM

OLIPHZAK RISE

THE NAMELESS **SPRING**

GARDEN OF LIFE'S CIRCLE THE LOST WAY

6

SUNDERED EARTH

THE SHADED PATH

UAZCUFF HILLS





TREASURE TABLE Normal w/Diamond Armlet Equip.

Obtain a Soul Ward Key

Coeurls and Serpents roam the high plains and meadows of the Tchita Uplands. Fight your way east across the Realm of the Elder

Dream to the eastern exit. This takes the party into an area called the Skytrail. Cross either bridge into the southern half of the area, then find the exit near the east end.

In the Chosen Path, look for a Save Crystal and an "Archadian wayfarer" next to a bangaa



The Coeurl is a very common foe in the Tchita Uplands.

hunter prone on the ground. The wayfarer wants to hire you to deal with a terrible menace in a place called the Sochen Cave Palace. He hands over a bill for the hunt, but note that since it's not an official bill, it won't be listed in the Clan Primer. (NOTE: You can also get this petition from the wayfarer's father in the "Nameless Spring" area.)

Select "Yes" to accept the hunt assignment. The wayfarer directs the party to the cave's entrance in the Fields of Eternity to the

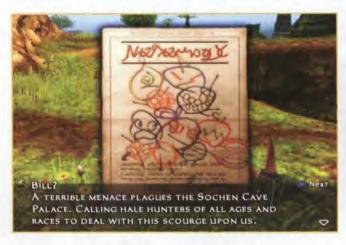
Archathan Wavignay

G.V. aum 142 11347 M2 72 II

G. Bullet 1729 207 M2 73

G. Ashe 1080 1112 M2 77

northeast. He then hands over the Soul Ward Key, which unlocks a door within the entry cavern. Note that the wayfarer's location is now marked by a flashing icon on the Area Map.



The Archadian wayfarer gives you a bill for a hunt in the Sochen Cave Palace to the northeast of the Tchita Uplands.

Continue the trek across the Uplands, but this time with a specific destination in mind. From the Chosen Path, go east across the

Highlands, sticking close to the cliff on the left side. Take the north exit up into the Fields of Eternity. So this is the place the wayfarer mentioned! Proceed to the northwest part of the area to find a large cave entrance.

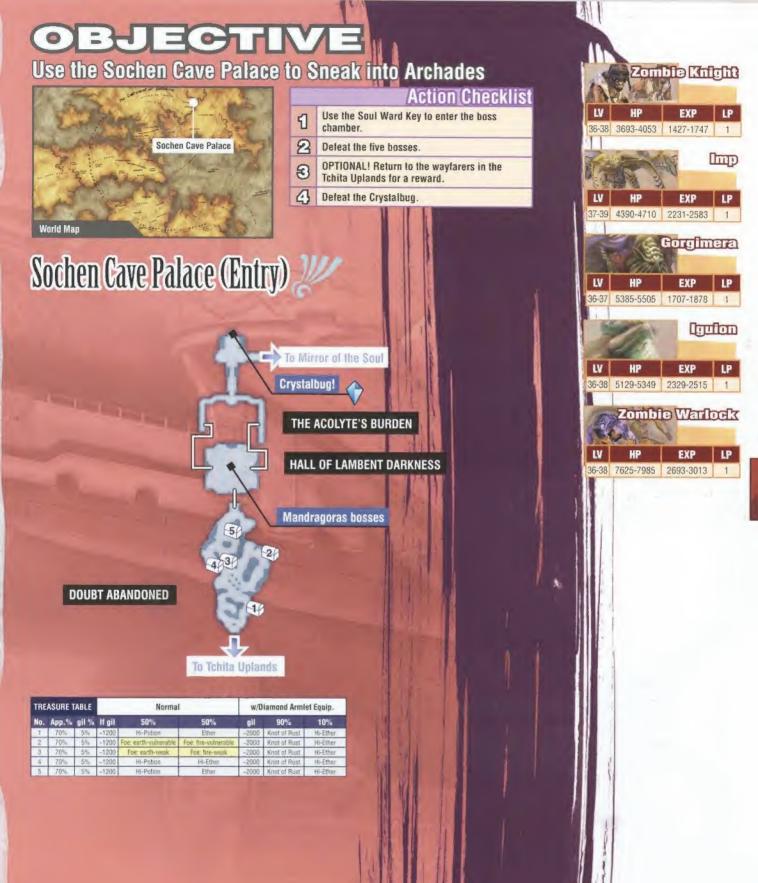


This cave in the Fields of Eternity leads down into the Sochen Cave Palace.

Go inside to enter the Sochen Cave Palace and trigger a quick event. During the event, Balthier explains to the party that this is the "sneaky way" into Archades.









The cave antechamber, called Doubt Abandoned, isn't actually part of the palace. Fight past the Zombie Warriors and floating Imps while descending the slope. Upon reaching the Gate of the Soul Ward at the north end of the cavern, use the Soul Ward Key to open it. (This is the key you received from the Archadian wayfarer back at the Save Crystal.) Now prepare for a wild boss fight!



ENTER SOCHEN WITH FULL MP

It is important to enter the fight with the five Mandragora bosses with full Mist Charges on all of your Quickening-equipped characters so you can chain as many Quickening attacks as possible. The best way to do this is to start at the Tchita Crystal in the Chosen Path. Turn off gambits en route, then enter the Highlands and hold down the R2 button to flee. Sprint along the left wall to the exit into the Fields of Eternity.

Hold down the H2 button again and sprint to the cave opening, then flee again through the Doubt Abandoned area. When you reach the Gate of the Soul Ward, use Potions to heaf any damage you suffered along the way. Now enter the fight with your party's Mist Charges at 100 percent across the board, ready to sling Quickenings at the bosses. Important: Remember to turn your gambits back on for the three characters who made the run bere!



Imps and Zombie Knights patrol the dank cavern entrance to the Sochen Cave Palace.

The Mandragoras



When the fight begins, the little bosses scatter in all directions. They have Haste cast on themselves, making them very speedy and difficult to target and counter. If you have active characters without Quickening spells available, use them to cast Dispel on the five foes. Otherwise, hold the R2 button and run around until the Mandragoras regather and start chasing the party.

The bosses will form a tight line as they give chase, so this is the moment to trigger a Quickening, targeting the centermost member of the enemy party. As always, try to string together a good Mist chain so you trigger the follow-up area attack that can damage the entire enemy party.





Here's what you're looking for—all five Mandragoras in a row giving chase. This is the best time to nail them with a long Quickening chain if possible, triggering an area attack in the process.

As the fight continues, the Mandragoras follow a pattern. They all attack at once, then when they take damage, they all scatter in multiple directions to regenerate and heal. If your Quickenings didn't wipe them out, cast Dispel on any survivors and wipe them out one by one. You may need to chase the targets a bit, especially when they run off to heal. When this occurs, stay close to them until you can hit them with a series of physical hits.

Overall, the key is to avoid fighting all five Mandragoras at once. Their combined attacks can decimate your party quickly.

Remember, the Mandragora bosses were a mark for a hunt you agreed to do. Return to the Archadian Wayfarer in the Chosen Path of the Tchita Uplands to receive a reward: 1000 gil and three Remedies! Heal and save at the crystal, then return to the Hall of Lambent Darkness (where you fought the Mandragora bosses) in the Sochen Cave Palace.



Defeat the Crystalbug

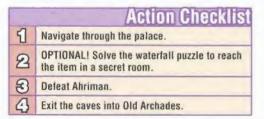
Exit the Hall of Lambent Darkness via either side door (cast or west) into the Acolyte's Burden area. Follow the corridors north to the Save Crystal... except, it *isn't* a Save Crystal! Yes, another sneaky Crystalbug starts slinging Water attacks at the party. If you came here directly from the boss battle, your party may be depleted, so fight carefully. You may want to return to the hall and run around to rebuild MP levels before you battle the bug.

Actually, you can skip the Crystalbug fight if you want and proceed directly east into the main part of the palace. However, this is the last Save Crystal you'll see for a long time, so it's best that you hammer the bug into submission.



Hit this annoying Crystalbug disguised as a Save Crystal.

Sochen Cave Palace (Main)



The enemies here are the same as Sochen Cave Palace (Entry) plus the following:













Find a Palace Map

From the Save Crystal (formerly the Crystalbug) in the Acolyte's Burden area, take the east door to enter the main palace. All sorts of demons prowl the cave corridors, so be ready for combat. In the Mirror of the Soul, go north through the ancient door to the path split. Watch out for a swarm of

Imps and a Pit Fiend. Next, turn east and stay close to the easternmost (right) wall as you move toward an alcove with a Map Urn that is guarded by three Gorgimeras. The map will be very helpful in the next areas. Continue to hug the right side wall while moving north across the zone line into the next area, Falls of Time.



Imps and Pit Fiends abound in the palace.



Find the Map Urn right away, especially if you want to solve the waterfall puzzle.

TREASURE TABLE		Normal				w/Diamond Armlet Equip.			
Ho.	Арр.%	gil %	If gill	50%	50%	gil	90%	10%	
1	45%	50%	-50	Hi-Potion	Gokuu Pole	-1000	Knot of Rust	Hi-Ether	
2	70%	5%	-2000	Hi-Potion	Foe: lightning-vulnerable	-3800	Knot of Rust	Hi-Ether	
3	70%	5%	-2000	Hi-Potion	Foo: lightning-weak	-3800	Knot of Rust	Hi-Ether	
4	75%	10%	~2500	Hi-Ether	Ether	~3800	Knot of Rust	Hi-Ether	
5	100%	0%	-	Iga Blade	Koga Blade	-	Knot of Rust	Knot of Rust	
6	70%	5%	-30	Hi-Potion	Foe ice-weak	~1000	Knot of Rust	Hi-Ether	
7	50%	50%	-900	Hi-Potion	Officer's Hat	-2000	Knot at Rust	Hi-Ether	
8	70%	5%	-38	Hi-Potion	Foe: ice-vulnerable	~1000	Knot of Rust	Hi-Ether	
9	80%	10%	7963	Elikis	Dark Matter	28000	Knot of Bust	Megalixir	
18	70%	10%	6954	Elixir	Kiku-tchimonji	30000	Knot of Rust	Élixir	
11	100%	0%		Phoenix Down	Phoenix Down	-	Phoenix Down	Phoenix Down	
12	100%	0%		Elixis	Elixif		Elexit	Elixor	
13	100%	D*45		Elixie	Gaia Hat		Elixir	Ellxir	
14	100%	0%	-	Balance Mote	Holy Mote		Balance Mote	Holy Mote	

OPTIONAL! Solve the Waterfall Puzzle

If you examine the Area Map, you will see a small room in the center of the palace between the southern Mirror of the Soul and the northern Falls of Time. This room holds a treasure chest with an item inside. However, a waterfall blocks the entrance from the north. In fact, numerous waterfalls block passages between the areas. When you move from the Falls of Time area to the Mirror

of the Soul area, you trigger magick that actually moves the waterfall locations! (The game states: "The course of the waterfalls seems to have changed.") If you follow the correct route back and forth between the two areas, you can create a path to the secret room.



Several waterfalls block passages between areas of the Sochen Cave Palace, but you can manipulate their locations by simply moving from room to room.

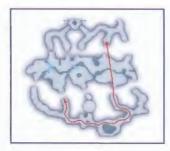
The best way to describe the route is visually with maps, so move from room to room in the order shown here.



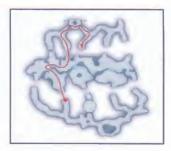


First move.

Second move.







Fourth move.

When you return south from the Falls of Time to the Mirror of the Soul the last time, you receive a message that a door has opened in the distance. Go across the bridge directly ahead and venture south into the cave. This path leads to the Pilgrim's Door, The inscription on it provides directions for the moves you just completed. After reading it, enter the room and get the treasure.

Head North to Ahriman

Now head north through the Falls of Time and up the middle of Destiny's March. At the far northern edge of the palace is the Hall of Shadowlight, where a boss battle looms.

RUN AROUND FOR MP

Remember that you build MP by moving around. If you have characters with Mist Charges that aren't full, simply run in a circle around the northern room until their MP fills up.

Consider a Save

There is no Save Crystal near the Hall of Shadowlight where you fight Ahriman. Since you have accomplished quite a bit in the palace, especially if you solved the waterfall puzzle, you may want to return south to the Acolyte's Burden Save Crystal to save your game.

The Western Menace

You can see the Hall of the Wroth God on your Area Map at this point. This is the home of a mighty (and optional) boss called the Hell Wyrm. You can't get there just yet, however. You must first complete some tasks amongst the Cerobi Steppe windmills, including the hunt for Vyraal. After that, you must solve a directional puzzle here in the Sochen Cave Palace (similar to the waterfall puzzle) to unlock the path to the Hall of the Wroth God. For all the details, check out the "Side Quests" chapter and look for the section on the Hell Wyrm.



LVL		EXP			
38	62149	0	28		
Steal	Sky Jewel, Death Powder, Maduin Gear				

The ghostly Ahriman is another one of those maddening foes who keeps the party tied up with status ailments. This boss will toss Doom, Confuse, Blind, and Sleep at the party in combination on occasion. Ahriman also conjures up replicas of itself. At times, you'll find three or four "Ahrimans" in your target selection box.

There are a couple of keys to achieve victory over this boss. First, make sure you heal status ailments immediately. Good status-removing gambits automate this process, but keep an eye on your characters' MP levels. If MP drops to zero, your status-healing spells like Vox and Blindna are worthless. Use the Charge technick, or start using the corresponding items in your inventory such as Echo Herbs and Eye Drops. In any case, you need Remedies available with the License upgrades that allow them to cure Doom as well as other status ailments.

Second, keep moving and swinging away, even when Ahriman's "shadows" (the replicas it spawns) have the party confused. The replicas are weak, so they will drop after one or two good hits. You can also utilize Cura or Bio against the shadows, as these spells will destroy all of the shadows within range with one spell.

Keep everybody's HP above 50 percent, if possible. Ice Shields make good equipment, since Ahriman likes to cast Blizzara at your party. When Ahriman's HP bar hits the 20% mark, watch out for a powerful Maser Eye attack that deals heavy damage. If you have Raise or Phoenix Down gambits set in each ally's number 1 gambit slot (and you *should*), the party can pull through this brutal area attack.



SWIVEL THAT CAMERA

One of Ahriman's tricks is to disappear and then reappear across the room or sometimes right on top of one of your characters. Keep circling the camera view to spot the boss so you can run your party leader into striking range (if he's a melee fighter) or out of striking range (if he's a magick caster and healer).

Quickenings will hurt Ahriman, but probably not enough to risk expending all of your MP on them. Consider

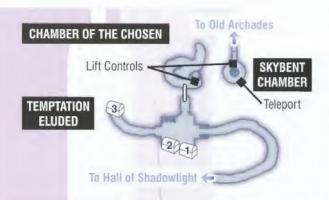




Ahriman likes to use Blizzara spells. An Ice Shield will cut down on the damage sustained. Don't panic when you see multiple Ahrimans in your target box; the shadows are weak.

holding back on Quickenings until Ahriman's HP bar drops below half. Try keeping a reserve party with Mist Charges ready if possible, and swap them in for a Quickening chain when Ahriman's HP drops below one-quarter. After the battle, pick up the treasures around the perimeter of the room and exit via the east door into the Temptation Eluded area.

Survive the Palace Exit



TREASURE TABLE			Normal		w/Diamond Armlet Equip.			
No.	App.%	911 %	H gil	50%	50%	gil	90%	10%
1	70%	5%	-1500	Hi-Potion	Foe: water-volnerable	-3500	Knot of Rust	Hi-Ether
2	70%	5%	-1500	Hi-Potion	Foe: water-weak	-3500	Knot of Rust	Hi-Ether
3	70%	5%	~1500	Hi-Potion	Ether	~3500	Knot of Rust	Hi-Ether

There is still no Save Crystal in sight yet, so stay alert! Watch out for lots of explosive traps at intervals in the passage ahead. (If you took off your Bangle for the boss fight, equip it now to locate the traps

or use Libra.) Fight through the Strikers and Imps guarding the long passage that slopes up into a large room, then exit north into the Chamber of the Chosen.





Find the lift and ride it out of the Sochen Cave Palace once and for all.

Climb the spiral rock ramp to the elevator platform. Activate the Disused Pedestal to ride the lift platform up to the Skybent Chamber, then use the Save Crystal. Open the stone door and exit into Old Archades, the slum on the outskirts of the imperial city, where the party can finally breathe some fresh air. Well, sort of...



Palace Side Quests

You can return later for the "Shelled Obstruction" hunt for Darksteel and "The Things We Do..." hunt for Overlord. See the "Side Quests" chapter for all the details.







The Imperial City is off-limits to the lowly denizens of Old Archades. Figure out a way to slip past the Imperial soldiers guarding the entrance to the city.

Old Archades *W*

Lucky Man

Beasley

Stranded Merchant

Fresh Ardent

To Sochen Cave Palace

ALLEY OF LOW WHISPERS

ALLEY OF MUTED SIGHS

To the Imperial City

Talk to the Lucky Man near the bridge.

Ex-Broker

- Talk to the Imperial guard.
- Talk to Beasley.

Get Past the City Guards

Check out the Stranded Merchant just around the corner. He doesn't have much to sell, but one item is a doozy: the **Embroidered Tippet**, which doubles the amount of EXP you earn by defeating foes. If you have a lot of gil, buy two or three and equip them on your lowest-level active party members. This provides an easy way to balance an unbalanced party.

Now follow the narrow, grimy streets and talk to everybody. Pay attention to the tidbits of information you learn from each NPC; trading info is like gold in the streets. (Several characters tell you as much!)

In general, any yellow highlighted word or phrase in a character's text dialogue indicates a significant connection to another character or event somewhere. Often, there's a side quest associated with the highlighted clue.

Yellow Word Clues

For example, an Ex-Broker up in the northeast corner of the Alley of Low Whispers is remorseful for all of the former clients he bilked. Not far away, a Fresh Ardent bemoans being bilked by a broker. A connection, perhaps? Also, talk to the "Lucky Man," the one who confides in you how he found a "bag o' money" in a barrel. This information will be very valuable shortly.





Talk to everyone in the streets to pick up juicy bits of info.

Continue to head east, then cross the bridge to the Alley of Muted Sighs. A fellow named Jules sits on a crate and speaks of

the "market" for information, offering to pay for good tips. Move on to find the Save Crystal in the southwest alley, then continue up the stairs to the Imperial guards blocking the path.



These guards won't let anyone past without the proper credentials.

Talk to the soldier on the left, who asks for credentials. Regardless of your answer, after you make your way back to the south a little ways, an event follows in which Jules appears and talks to your party. It turns out he knows Balthier, who calls Jules a "streetear"—a peddler of information. When Jules asks for 1500 gil, go ahead and pay up. You can't get into the city without his help.





He asks for any street tips you may have picked up. Vaan tells him about info he's learned. If you talked to the Lucky Man to learn

about the bag o' money he took from a barrel, Jules sends the party to report this to Beasley, the man who lost the money. Beasley sits on the ground backnear the bridge.



After you tell Beasley who took his money, his rage triggers a distraction for the guards.

Talk to Beasley and return to Jules to trigger another event.

Beasley has started a fight with the Lucky Man! This brings the Imperial guards jogging past to stop the fracas. Now that the coast is clear, Vaan runs upstairs.





The party automatically enters the Imperial City of Archades. Watch the brief event in which the party arrives in the busy streets of the capital. At this point, a new objective appears on the Location Map.





It's not easy to get inside an Imperial weapons lab. Trade information to earn the "chops" you need to reach Draklor.

MOLBERRY

Action Checklist

- Shop to upgrade your equipment, gambits, magicks, and technicks.
- Talk to the Cab Guide.
- Earn nine chops by passing information 3 between citizens.
- Take the taxi to Tsenoble.

The Imperial City of Archades

To Old Archades

NIBASSE

Taxi ride RIÈNNA

TRANT

HIGHGARDEN TERRACE

GRAND ARCADE

TSENOBLE

Shop for Upgrades

Yes, it's time for more fun consumer frenzy. Before you start throwing your gil around the posh Imperial city stores, however, know that you should keep 2500 gil for a payment to Jules later. If you don't have the gil for Jules, then you can't move on to Draklor Laboratory, Instead, you're forced to go back down to the Sochen Cave Palace to hunt until you get another 2500 gil worth of loot to sell.

Save 2500 gil for Jules

Shop to your heart's content, but if you don't keep 2500 gil for Jules, you won't get the info you need about chops.

First, proceed due west from Trant into Molberry. (On the way, Balthier takes his leave to attend to some business, promising to meet up again later.) Go all the way to Bulward's Technicks in the northwest end of the district. Find the Cartographers' Guild moogle upstairs on the second floor and buy a map of Archades. (You can also buy a map of the Tchita Uplands, if you have the extra gil.)



Buy a map of Archades on the second floor of Bulward's Technicks in the Molberry district.

Now it's time to check out the other establishments in the city. Save the combined Weapons/Armor shop (called Vint's Armaments) in Nilbasse for last, then walk over to the taxi stand directly across the street and talk to the Cab Guide.





The Cab Guide says a taxi ride is a million gill It's either that, or nine chops. For just 2500 gil (a bargain), Jules explains how to get chops in Archades.

The Cab Guide states that you'll need at least nine "chops" to ride this cab—either that, or a million gil. Fortunately, Jules intervenes again and says that Balthier is waiting for everyone in Central, Jules then demands 2500 gil for the info you need regarding chops.

Select "Pay up." Jules explains that a chop is a mark of status, and it can be used as a writ of transit. You'll need 9 chops to get to Central. The way to earn them, he says, is to talk to people and pass on information.

Play the Archadian Match Game!

Now start talking to people. Each of the four districts in Archades offers opportunities to earn chops. The tactic is to talk to a citizen with a phrase highlighted in yellow in their dialogue text. You can choose to "Commit this tale to memory" or "Do nothing." If you commit it to memory, the highlighted phrase of dialogue appears in the upper-left corner of the screen.

After "memorizing" a phrase, your task is to find the citizen (who is always in the same district) with a matching story. If you find the

correct match, you earn one chop. If you talk to someone with an unrelated phrase also highlighted in yellow, you can choose to memorize that phrase instead and start looking for the corresponding person. You can only have one phrase "memorized" at a time.



The memorized phrase is listed at the upper-left corner of the screen. If you find the matching person, you can elect to relate the tale and earn a chop.

Each of the four Archadian districts has several pairs of people you can match up to earn one chop. The breakdown is as follows:



Molberry: 9 chops



Nilbasse: 6 chops



Rienna: 7 chops



Ju Trant: 6 chops

Remember that you only need nine chops to buy the ride to the Central area, called Tsenoble. So if you just match up all the pairs available in Molberry alone, you'll have enough for the taxi.

The Molberry Matches

This section lists the nine Molberry dialogue matches, listing the topic and the two citizens who match. IMPORTANT! The first citizen listed is the one you must talk to first, because he or she is the person who provides the topic to "memorize."

- 1. "The Anniversary" (Poor Husband and Poor Wife)
- 2. "The Traveler" (Avid Traveler and Traveling Gentleman)
- 3. "The Mummer" (Reminiscing Lady and Family-Minded Girl)
- 4. "To Be a Judge" (Would-8e Judge and Judge's Wife)
- 5. "A Knack for Magick" (Talented Woman and Akademician)
- 6. "A Trinket from Giza" (Daughter-in-Law and Man from Giza)
- 7. "The Eight & Twenty Chops" (Ardent Woman and Ardent Man)
- "The Master of Disguises" (Look-Alike and Look-Alike... yes, they're both the same)
- 9. "The Tutor" (Proud Mother and Tutor)

When the scene ends, the party appears at the taxi platform. Talk to the Cab Guide and select "You know where to go." Confirm your selection by choosing "Let's go," and you're off to Draklor.

Again, there are other matches in other districts, a grand total of 28 in all. Each successful match earns you a Pinewood Chop. The game will indicate when you have the requisite nine. When this occurs, go to the Cab Guide back in Nilbasse and select "Take me to Tsenoble" to trigger an event.

Have You Got the Chops?

If you collect enough Pinewood Chops to trade for a Sandalwood Chop, you can access the elite portions of the city: Grand Arcade and Highgarden Terrace. To get enough chops for the trade, you need to match up all of the pairs of citizens in all four districts (Trant, Molberry, Nilbasse, and Rienna), for a total of 28 matches.

Gaining access to this area is a key part of the "Hunt Club" side quest and the Cockatrice Hunt. You will eventually return here to speak to Otto for part of the hidden medallion quest.

Balthier meets the party in Tsenoble. Save your game at the nearby Save Crystal, then go northeast to the other end of Tsenoble to trigger an event. The Imperials are thinning

out, but they are still present.

Go back south to trigger another event. Jules says that a squad of Judges is at Draklor, but his connections are cold as to the actual research being JULES
ALL DEVELOPED WITHOUT THE STRATE'S KNOWLEDGE,
OF COURSE, WHY, NOT EVEN THE EMPROR KNEW THE
FULL EXTENT OF DR. CIO'S OPERATIONS.

are cold as to the actual research being conducted. He's arranged a cab ride, though.



Find Dr. Cid's Lab Imperial Swordsman Action Checklist HP EXP LP Use the elevators and bulkhead controls to 1 36-38 4308-4788 1281-1831 1 access the 70th floor. **Draklor Laboratory** Defeat Dr. Cid. Imperial Hoplite EXP LP 36-38 4308-4788 1281-1831 1 Mastiff The urgency is growing. Your goal is to find and confront Dr. Cid before he carries his nethicite experiments too far. EXP LP The word is, he's somewhere on Draklor's top floor. 36-38 4464-5104 1591-1939 1 Draklor Laboratory 2 Imperial Pilot EXP LP Dr. Cid 36-37 3589-3829 1164-1439 1 **70TH ENERGY FLOOR** SECTION SECTION **TRANSITARIUM** 6703 EAST Bulkhead Bulkhead 6704 WEST Controls EXP Controls ROOM 39-40 4846-5086 1455-1730 1 **6711 EAST** 7002 South Lift **EAST 67TH 6804 WEST North Lift FLOOR 6814 EAST** (RATS!) **6813 WEST** (JUDGE!) 6803 EAST North Lift Bulkhead 6711 WEST 6613 EAST Bulkhead Controls Controls **6811 EAST 68TH 6811 WEST** South Lift **FLOOR 6801 WEST** Bulkhead **6801 EAST** Controls **66TH** Normal **FLOOR** Arrival Hastega Mote Hastega Mote

Get to the Top Floor

F100766

When the party arrives on the 66th Floor, head west and work your way north through the corridors (past some dead and wounded Imperial soldiers) to the northernmost lift. Use the control panel, called the "North Lift Terminal," and select 67F as your destination.





Use the North Lift Terminal to take the lift up to 67F.

F1007677

Head east and then north to the door labeled "C.D.B." (for "Cidolfus Demen Bunansa," Dr. Cid's full name). Enter to trigger a short event showing Balthier examining notes in Dr. Cid's ransacked office. You automatically receive a Lab Access Card and a Draklor map. When the scene ends, the party appears back in the hallway. Note that the game's Mini-Map is going havwire, but the Area Map is in good shape.





Go through the first door on the right, marked "Rm 6704 East," to find a Save Crystal. Use it and talk to the Senior Researcher. He explains that the complex features red and blue bulkheads. When red doors are open, blue doors are closed and vice versa.

Exit 6704 East and go next door to 6703 East. Use the Bulkhead Controls in the corner of this room to open the blue bulkheads. (The panel changes from blue to red.) Exit the room and follow the corridor back to the lift, but watch out for an attack by Imperial troops! Fight through the Swordsmen and Hoplite and get to the lift. Note that Imperials will keep arriving via the lift until you actually board it. Take the elevator up to floor 68.





In 6703 East, turn the bulkhead controls from blue to red.

CAMPING AT THE ELEVATOR

The elevator lobby can be a good place to camp and fight lots of soldiers who arrive via the lift, thus building up a nice Battle Chain. You can always run down to Room 6704 and heal at the Save Crystal whenever your party gets ragged, but remember that touching the crystal will break the chain. All Imperial soldier types add to the chain: Swordsman, Hoplite, and Pilot. Be aware that a Mastiff will break the chain, however.

F100768

The party arrives in the north lift lobby. Your goal on floor 68 is to reach the south lift on this floor and this goal requires the use of a few bulkhead switches. First, go east and enter 6803 East and switch the bulkhead controls from red to blue, thus opening the red bulkheads. Exit the room, go north, and take the next two lefts around to Room 6804 West. Enter the room and switch the bulkhead controls back to red, thus opening the blue bulkheads.

Now exit and go all the way to the room in the southwest corner of Floor 68, Room 6811 West. Switch the bulkhead controls there from red to blue, opening the red bulkheads again. Now exit the room, go left, and take the first left, heading north up the corridor. Take the first right to find the elevator lobby. Take the lift up to Floor 70.



The Imperial presence grows thicker as you move higher up the lab building.

OBJECTIVE Find Dr. Cid's Lab

Find Dr. Cid

Finally, a Save Crystal! Before you proceed into Dr. Cid's den, head east and around the corner to Room 7002 East, where a nice item rests inside a treasure coffer. Now return and head north up the stairs toward the Energy Transitarium to trigger the sudden appearance of a foe-or is he a foe?



Who is this guy? Once he knows you're not one of Cid's lackeys, he backs off and rushes toward the Energy Transitarium.

Dr. Çid

DTA Cid							
LVL	HP	EXP					
40	72989	0	29				
Stool	Knot of Rust	Hi-Potion X	-Potion				

Helm Rook							
LVL	HP	EXP	LP				
38	9859	784	5				
Steal	Knot of Rust, Potion, Hi-Potion						

Dr. Cid has four floating mechanical Rooks protecting him. These are perhaps the toughest boss minions you've faced so far. It's very difficult to inflict damage to Cid when the Rooks are active, so ignore the doctor and focus your full fury on his minions. You can also target one central Rook (not Dr. Cid!) with a Quickening chain and hope that the follow-up area attack seriously weakens the other three. In any case, you must take out the Rooks before you can have a chance against Dr. Cid. The Rooks will cast Protect, Regen and Reflect on Cid, so don't use any Black magick.



W MAKE HASTE

If you have the Haste spell in your arsenal, by all means use it! Have one party member cast Haste on himself/herself and then cast it on the other two allies. Or, you can use a Hastega Mote to speed up the entire party with one toss. The faster you hit the Rooks, the better shape you'll be in.





Dr. Cid's rooks should get your full focus until they are eliminated.

Once the last Rook falls, you'll be in much better shape, even if your party looks depleted. Dr. Cid is powerful but quite slow, so you have

time to sling Cure spells, use Potions, Charge up your MP, or use whatever gambit routine has been successful thus far. Try to get the entire party up above 1000 HP as soon as possible, because Cid unleashes a powerful attack that knocks a lot of health out of everyone's HP bar.

You don't actually have to knock Dr. Cid down to zero HP to win this fight. When his health drops low enough, a new ally jumps into the fray and finishes off this particular battle.



OBJECTIVE

Track Cid to the Ancient City of Giruvegan



Dr. Cid has the stone—the deifacted nethicite—and it must be destroyed! Track him through the misty, mysterious Feywood to the ancient city of Giruvegan.

Balfonheim Port W

Action Checklist

- Shop, restock, and upgrade in Ballonheim Port.
- 2 Teleport to Eruyt Village and head for the Feywood.
- Solve the Feywood shrine puzzle to reveal the gate.
- Summon help to open the gate to Giruvegan.

To the Cerobi Steppe

Map moogle

SEA BREEZE LANE

GALLERINA MARKETPLACE

CHIVANY BREAKWATER

CANAL LANE

SACCIO LANE

QUAYSIDE COURT

To Reddas Manse

TREASURE TABLE			Normal			w/Diamond Armlet Equip.		
No.	App.%	gii %	If gil	50%	50%	gil	90%	10%
	100%	0%	-	Eléxir	Megalixir		Megalixit	Ensanguined Shield
2	100%	100%	5040		-	3	- 10	7

Prep for Giruvegan

As the scene opens in this port city in southeastern Archades, the party gathers at the Reddas Manse, home and sanctuary of the pirate leader. Listen carefully as Ashe, Reddas, and the others discuss the tricky political situation and the threat they all face. More directly, they wonder about Cid's destination: Giruvegan. Reddas knows of a "Mist-storm that surges and seethes" in a corner of the Feywood. This is your party's next destination.





After the event, the party appears outside in the port city, speaking with Rikken, Raz, and Elza, three of Reddas's followers. Rikken speaks of the Feywood, south of the Golmore Jungle. He mentions a gate to the holy land of Giruvegan and a "hidden trial" that must be passed.





Rikken and Elza are the, uh, "men" Reddas refers to as your contacts regarding the Feywood and the ancient city.



Use the teleport crystal in the northeast to reach Golmore Jungle quickly.

Explore the port city and upgrade anything that you can afford. When you've finished shopping, head to the northeast district, Sea Breeze Lane. First, make sure you find the treasure full of 5000-plus gil in the trees next to Dyce, the traveling merchant. After doing so, use the orange Save Crystal to teleport to Golmore Jungle.



A Good Side Quest Juncture

Several side quests open up at this point in the game, including the "Hunt Loop", "The Great Cockatrice Escape", "Fishing in Nebra River", the "Balfonheim Foot Race", and "Dragon Researcher". Due to the impending difficulty spike in this area, it is important to utilize this lull in the story progression to perform some of these side quests.

It's also important to note that Dyce, the merchant on the Chocobo in Sea Breeze Lane, sells Teleport Stones. These stones make taking a break for side quests, exploration, and free-roaming easier than it's ever been.



STEPPE IT UP

You probably haven't accrued much loot since the last time you shopped, so you may want to wander into the Cerobi Steppe to the north and spend some time leveling up and acquiring loot, as the battles ahead will be lough.

Golmore Jungle *W*

Action Checklist

Cross the jungle heading south into the Feywood.

The enemies here are the same as your earlier trip through Golmore, plus the following:









To the Feywood

From the crystal in The Parting Glade, head west through Whisperleaf Way into The Needlebrake, then wind your way south into The Rustling Chapel. Most of the old enemies in this area should drop with one or two hits, if you've been leveling up your characters. When you reach the southern part of the jungle, though, the foes get-tougher. In particular, there are some nasty, level 37 Hellhounds roaming the mossy paths. Exit The Rustling Chapel to the south to enter the Feywood.



The jungle isn't quite as forbidding as the first time you passed through. Even the dreaded Diresaur isn't much competition for your buffed-up party now.

The Feywood (North)



	Action Checklist
1	Cross the northern half of the Feywood.
2	Defeat Rafflesia.



Deadly Nightshade

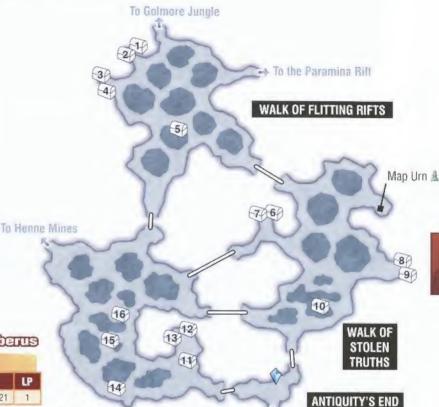
à		ලා	em
LV	HP	EXP	LP
42-43	11310-11550	2945-3193	2



Jug	gemaut	(Rane Ga	113)	
LV	HP	EXP	LP	
46-47	76251-76491	5145-5393	12	

	5	Cerbe	
LV	HP	EXP	LP
38-40	4419-5059	1473-1821	1

	Mirrorknight						
Section 1	LV	HP	EXP	LP			
-	40-42	5202-5842	2419-2767	1			



To Redolent Glade

TRE	ASURE T	ABLE		Normal		w/Diamond Armiet Equi		Equip.
No.	Арр.%	gil %	lf gil	50%	50%	gil	90%	10%
1	45%	0%	-	Hi-Polion	Foe: character MP ≥ 90%	411	Knot of Rust	Elixie
2	45%	0%	~	Hi-Potion	Foe: character MP ≥ 70%	Yel	Knot of Rust	Elixir
3	45%	0%		HI-Petian	Foe: character MP ≥ 50%	200	Knot of Rust	Elixie
4	45%	0%		Hi-Potion	Foe: character MP ≥ 30%		Knot of Rust	Elixir
5	45%	0%		Hi-Potion	Foe: character MP ≥ 10%	-	Koot of Bast	Elixir
6	45%	0%		Hi-Potion	Foe: character MP < 10%	77	Knot of Rust	Elixor
7	45%	0%		Hi-Ether	For character MP < 30%		Koot of Rust	Elixir
8	45%	0%	-	Hi-Ether	Fide: character MP < 90%	17	Knot of Rest	Elixar
9	45%	0%		Hi-Ether	Fee character MP < 70%	-	Knot of Rust	Elixin
10	45%	0%	-	Hr-Potion	Foer character MP < 50%		Knot of Rust	Elixin
11	40%	0%	-	Hi-Ether	Foe: character status = Faith	-	Knot of Rust	Elixor
12	45%	0%		Hi-Potton	Foe: HP < 10000		Knot of Rust	Elixir
13	50%	0%		Hr-Potron	Foe: HP < 5000	-	Knot of Rust	Elixir
14	45%	0%	-	Hi-Ether	For: HP ≥ 10000	1.0	Knot of Rust	Elixit
15	50%	0%	-	Hı-Ether	Fpe: HP ≥ 5000	24	Knot of Rust	Elixir
16	40%	0%		Hi-Potion	Foe: character status = Bravery	-	Knot of Rust	Elixir

Cross North Feywood

The first thing the party runs into is a swarm of Deadly Nightshades. Although they may look cute, don't underestimate

their lethality, especially in large packs. Creatures in the Feywood tend to cast magick such as Haste, Protect, and Shell upon themselves. Make sure your Dispel spell is at the ready.





WALK OF DANCING SHADOW

You'll find hyena-like creatures like this flaming Cerberus in the east, and massive Mirrorknights in the west.

Proceed to the southeast and cross the zone line into the Walk of Stolen Truths. Now just follow the left cliff wall until you find an alcove with the Map Urn. Your immediate goal is the small area called Antiquity's End to the south, where you'll find a Save Crystal. After saving, head for the dense, swirling mist in the southern exit. It prevents you from advancing, but then the spirit of Rasler appears again and opens a way to the south. Follow him through. He leads the party right into the lair of Rafflesia.



Someone seems to be lending a hand, opening a way through the dense mist.

Rafflesia

LVL	HP	EXP	LP				
43	73393	0	31				
Steal	Screamroot, X-Potion, Putrid Liquid						

This battle is a status effects nightmare. Rafflesia slings every manner of ailment at the party, plus the MP Drain Field quickly drains your MP down to nothing. That's right—every active character in your party soon loses the ability to cast any magick, including status removal magick!

Thus, it helps if you have plenty of status removal items available. Before you take your first swing (or even before you enter the clearing), you should adjust all of your status-removal gambits so that they use items instead of spells. For example, replace Blindna with Eye Drops, Raise with Phoenix Down, and so on.

Immediately direct a character with either multiple Mist Charges (or none if he has no Quickenings available) to cast Dispel on Rafflesia to remove its Haste, Shell, and Regen status enhancers. The moment that Dispel hits the boss, launch a Quickening chain immediately before your Mist Charges deplete.

When your party has no more magick, just hack away with good old-fashioned weapon attacks. When Rafflesia's HP hits the halfway mark, it spawns a trio of Malboros. Turn your attention to them and wipe them out, then go back to Rafflesia.





Magick is useless in the heavy mist, so hit Rafflesia hard with standard weapon attacks. When the big plant drops to half HP, it calls for help from Malboros.

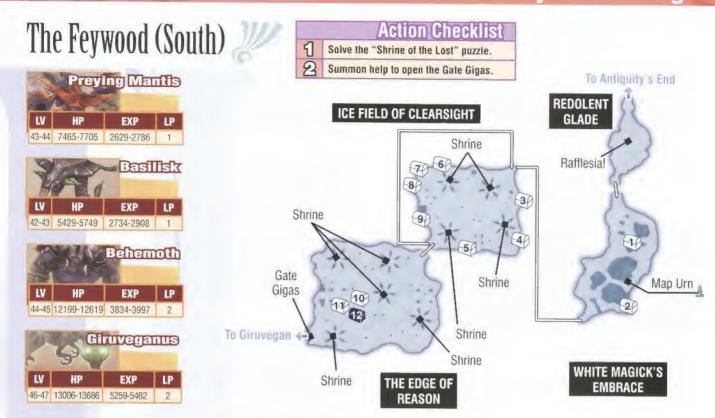


BE READY FOR CONFUSE AND DISEASE

It helps to have several characters with gambits that remove the Confuse status ailment with Smelling Salts and remove Disease with Vaccine. Rafflesia likes to throw those two ailments at the party.

Another very effective tactic is to equip as many members of your party as possible with Mirror Mail. Those allies (like everyone else in your party) will rely on Potions for HP recovery anyway, so they don't really lose out on curing magick. With Mirror Mail, the status ailment spells ricochet harmlessly away and you can hack away at the big stalk boy. Note that you can pick up dropped Mirror Mail from the Mirrorknights that prowl the Walk of Dancing Shadow area to the west if you build up a good Battle Chain against them.

By the way, check out Rafflesia's official classification in your Clan Primer Bestiary: "Aggressive Vegetable." After Rafflesia finally falls, go back north to use the Save Crystal and then move into the southern part of the Feywood.



TRE	ASURE 1	ABLE	Normal			w/Diamond Armlet Equip.		
No.	Арр.%	gil %	If gil	50%	50%	gil	90%	10%
1	60%	0%	200	Hi-Potion	Hi-Pation	-	Knot of Rust	Elixir
2	30%	0%	6.0	Hi-Ether	Elian	-	Knot of Rust	Elixir
3	30%	0%		Hi-Pation	Morning Star		Knet of Rust	Elixir
4	45%	0%		Hi-Potion	Hi-Ether		Knot of Rust	Elixir
5	30%	0%	4.5	Hi-Potian	Estebrant's Mitor		Knot at Rust	Elixir
6	30%	0%	6.0	Hi-Potran	Dogot Mage	101	Knot of Rust	Elixir
7	45%	0%	8.6	HI-Potian	Hr-Potion	5.00	Knot of Rust	Elixir
8	45%	0%	846	Hi-Potron	Hi-Potion	r.	Knot at Rust	Elixir
9	45%	0%	**	HI-Potion	Hi-Ether	140	Knot of Bust	Elixir
10	30%	0%		Hi-Potion	Deathbringer	-	Knot at Rust	Effixir
11	45%	0%	-	X-Potion	X-Potion	p=	Knot of Rust	Elixir
12	25%	0%		Ensanguined Shield	Ensanguined Shield	10	Ensanguined Stuetd	Ensangulned Shiel

Cross the South Feywood

From the Redolent Glade, continue south into the next area, White Magick's Embrace. This is where a bunch of creepy Preying Mantises are stalking the countryside, along with Mirrorknights and the snaky

Basilisk. Fight through them to the south, looking for another Map Urn with a "Feywood Candle" that reveals the rest of the Feywood map. Finally, exit south into the Ice Field of Clearsight.



The Preying Mantis roams the icy waste in south Feywood.

Solve the "Shrine of the Lost" Puzzle

The map reveals star-shaped figures in the Ice Field of Clearsight. Head for any one of those shapes—it doesn't matter which one you go to first, because the order of the puzzle is generated randomly.

You find that each map star marks a platform structure called a Shrine of the Lost. At the first one you reach, fight off the beasts and step into the the center of the circular platform. If you see an elaborate pattern called a "Feywood Glyph" and an Action Icon pops up, press the & button and select "Examine the pattern." If you don't get an Action Icon, exit the platform and go on to the next star shape on the map. Keep going until you get an Action Icon when you step into the center of the platform.

A message states that "Illusion betokens the true way." If you lower the camera view and swivel it around, you will see a green, lush forest scene through one of the exits from the platform. That's your "illusion," my friend. Face your party leader in that direction and proceed on to whichever shrine is directly ahead of you.

TIP: Before you go very far, check your map to verify exactly which star shape (another Shrine of the Lost) you're pointing toward.

REASON: En route you'll probably run into more monsters to fight and thus get turned around, possibly losing your original bearing. (If that happens, you can always head back to the first shrine and recheck the glyph and the illusion.)





After examining the floor glyph, follow the "illusion" of the forest scene from the shrine structure.

Repeat the process on the floor of the next shrine: examine the Feywood Glyph on the floor and look for the illusory view of a



Here's what the map looks like after you correctly complete your work in both the Ice Field of Clearsight and the Edge of Reason. Note that the game generates the shrine puzzle in a random order, so your map may not look like this one.

beautiful green forest and head in that direction until you reach the third Shrine of the Lost directly ahead. Knock out the beasts protecting the shrine and repeat the process one more time, finding the illusion that leads to the next map area, the Edge of Reason. (NOTE: If you check the map, you will see three icons on the shrines where you examined floor glyphs).

Ice Field Redux

If you don't visit the shrines in the correct sequence in the Ice Field of Clearsight, your exit to the southwest simply leads right back into the Ice Field. In essence, you end up re-entering from the northeast! After crossing the zone line into the new area, open your map and note that it, too, features star shapes that represent Shrines. Repeat the same process that you used in the previous section to find Feywood Glyphs and activate their "illusions" to determine which shrine you should visit next. In the Edge of Reason area you'll visit four shrines before the last one's illusion guides the party to the monumental Gate Gigas.

The gate's very name should provide a vague clue as to the party's next move. Read the inscription to learn that Giruvegan is just on the other side, and that "over the one gate the Gigas holds sway." Got a Gigas? Actually, you do, When you defeated Belias, you gained a Gigas.



The shrine puzzle leads the party to the Gate Gigas.

Summon Belias. If you can't yet, it's because you haven't spent the LP to purchase the Belias license on your License Board; do so now, and then make sure whichever party member licenses Belias has a Mist Charge available to use. Then summon Belias and watch the show.



Summon Belias and touch the Gate Gigas to enter the holy city of Giruvegan.

Now watch the event as Balthier balks at going inside, preferring to lie in wait for Cid at Giruvegan's entry. Ashe's vision beckons, however, and the choice seems clear.





Behemoth

Gargoyle Baron

Mythril Golem

EXP

EXP

HP

HP

HP

EXP LP

EXP LP

Viviam

OSD

Reaper

Mom Bomb

EXP

Necrophobe

Giruveganus

EXP LP

Crystal Knight

(Rare Monster) **EXP**

46-47 13006-13686 5259-5462 2

61-62 101390-101570 9973-10133 17

Seek Dr. Cid in the Ancient City Defeat Daedalus. Giruvegan 3 Defeat Tyrant. 4 Defeat Shemhazai World Mag Dr. Cld has the nethicite shard, and he has said that he's off to Giruvegan, an ancient city that lies deep within the dense mist of the Jagd Difohr. Answers lie within the Great Crystal, a nethicite motherlode at the heart of Giruvegan.

To the Great Crystal

GATE OF FIRE

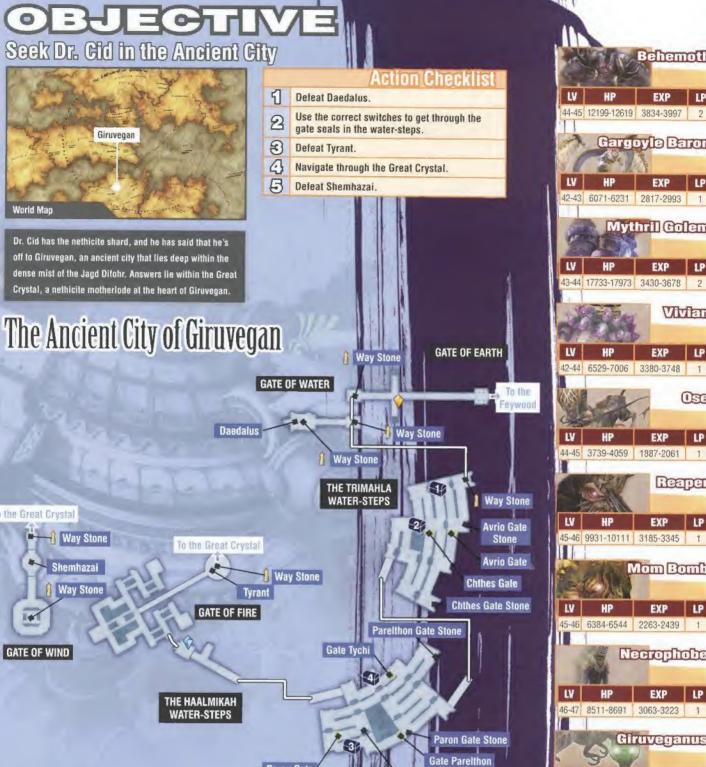
Paron Gate

THE AADHA

WATER-STEPS

THE HAALMIKAH

WATER-STEPS



Tychi Gate Stone



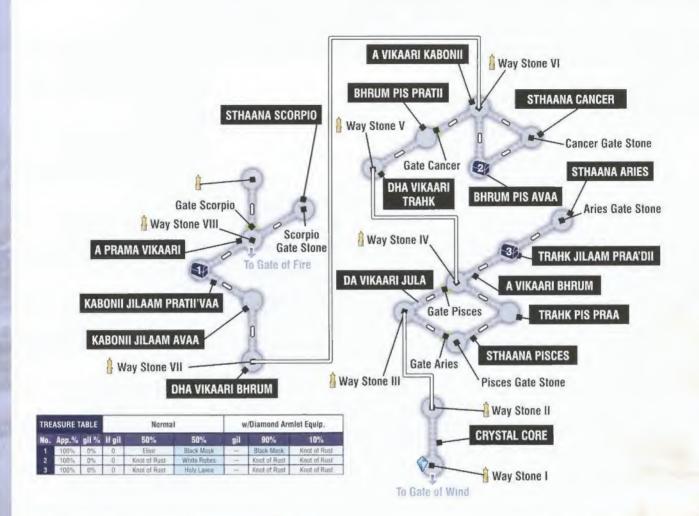
To the Great Crystal

GATE OF WIND

Way Stone

Shemhazai

Way Ston



Get Past the City Guardian

Head west from the Save Crystal to the Way Stone and touch it to teleport across to the Gate of Water. Guess what? You start right off with a boss fight—Daedalus. Proceed west down the walkway to start the battle.

headless entry guardian.







OBJECTIVE Seek Dr. Cid in the Ancient City

Daedalas

LVL	HP	EXP	LP		
42	65644	0	33		
Steal	Storm Crystal, Forbidden Flesh, Damascus Steel				

The key here is who's faster, you or him? Haste magick is very important in this battle and Protect helps, too. Daedalus starts by casting Haste on himself, so immediately cast Dispel on him. In fact, it's best if you set up your support characters with a gambit that automatically casts Dispel on any foe with Haste or Protect. This goes a long way toward making this fight easier.

Overall, the basic tactic here is to send in one mauler equipped with good armor to hammer away at Daedalus using physical attacks while your other two allies focus on healing and support. Again, since Daedalus relies heavily on fast-hitting combos, always make sure to dispel his Haste. His combos get faster when his HP drops low, so be ready to switch in a fresh party of reserves.



Keep Haste cast on your entire party to offset the speed of Daedalus.





Of course, when you bring in the second string, have them lead off with a powerful chain of Quickening attacks. This may be enough to knock Daedalus down for the count, especially if his HP is below 20 percent or so when the Quickening begins.

Be sure Raise or Phoenix Down is number one in your gambit hierarchy and keep the physical pressure on Daedalus.

After the fight, a new Way Stone appears that can take the party deeper into the holy city. First, you may want to head back east to the last Way Stone. Use it to teleport back to Gate of Earth and use the Save Crystal. Then return to the platform where you just fought Daedalus and use the new Way Stone to teleport into the odd interior of the city.

Work Your Way Down the Water-Steps

Trimahlia Water-Steps

The party arrives in an area called the Trimahla Water-Steps, a series of descending ramps guarded by rugged Behemoths. Some of the ramps are blocked by green magickal barriers that can be turned on and off at switches called gate stones. Fight down the first ramp to reach the first barrier, Gate Avrio. It is controlled by the nearby Avrio Gate Stone.



Behemoths tend to patrol in packs. They are weak against the ice element, however, so it you have Blizzaga in your arsenal, you can deal big damage to multiple Behemoths.



Gate stones activate the gate barriers on the ramps.

Grisly Giruvegan

Tough enemies guard each platform and ramp on the ancient water-steps. Behemoths, Gargoyle Barons, and a status-ailment nightmare of the Malboro species known as a Vivian are some of the foes protecting the platforms. It is easy to get overwhelmed in this situation, especially if the Vivians spew Stop, Sleep, or Immobilize on multiple party members. Try to lure single enemies away from the pack and fight them one at a time.

Touch the Avrio Gate Stone to deactivate the Avrio Gate barrier. Next, go south down that ramp and then south again down the next one. Fight through a pair of Mythril Golems and use the Chthes Gate Stone to open the next gate on the ramp system. Go north and climb back up one ramp, then turn left and descend the other side.

Continue working your way down the ramps until you reach what seems like the end of the final platform. Defeat the two Mythril Golems stationed there, then simply walk off the south edge of the platform. Upon doing so, a green walkway appears beneath the party. Follow it over to the next set of ramps, the Aadha Water-Steps.



Walk off the ramp at the end of each set of water-steps to trigger a force-field walkway for crossing to the next area.

Aadha Water-Steps

This area is similar to the last area, with magick gates to deactivate, but the Gate Stones are more scattered this time. There are three Gate Stones, but you only need to deactivate one unless you want the treasure in the upper west area.



TREASURE CRYSTALS

The treasure coffers look different in the old city, as they're crystalshaped and float. Don't pass them by!



Fight your way down the first ramp to the Paron Gate Stone, which is protected by two more Mythril Golems. The Paron Gate itself is not the nearby gate, but rather the gate down below to the west. Use the Paron Gate Stone to open the Paron Gate and eventually gain access to the treasure. Descend the ramp heading northeast.

Work your way back and forth down the ramps to the next Golemguarded switch, the Parelthon Gate Stone. You can switch this one off or not; it opens the gate back up at the top of the area. Continue down the ramp to see the last gate in the area, Gate Tychi. This is the only gate you must open to move onward. Its gate stone is located up the next set of ramps.

Fight your way up to the Tychi Gate Stone and touch it to switch off the gate. If you opened the Paron Gate earlier, you can continue up the ramp to the treasure crystal, then return to the Tychi Gate (now deactivated) and go on through. Upon reaching the end of the last platform, step off again to trigger a green floating walkway. Follow it downward to trigger a short event in which the team considers their ultimate destination in the city as they gaze across the chasm at the Great Crystal.





The next area, the Haalmikah Water-Steps, features a much-needed Save Crystal. Go through the Bulwark Chronos, use the crystal, and open the Bulwark Hemera to enter the next area, called Gate of Fire.

Find the Hidden Ramp

The Gate of Fire area seems like a tricky maze, but there's actually a very simple solution to it. The secret is to trigger another green walkway that leads to a Way Stone. (A quick peek at the maps in this section will save you a lot of time wandering around.) To find it, climb up the second narrow ramp on the left after your arrival in the area, then turn right at the top.

Stay close to the right-hand railing until you reach a section where there's no railing. Doing so triggers the extension of another floating green ramp. It extends to the northeast, toward the Great Crystal.

What comes next isn't so easy. It's another boss battle! Cross the green walkway to a large floating platform, and prepare to meet the Tyrant. He dissolves the walkway while swooping in, leaving the party no choice but to fight.



The ramp from the Gate of Fire extends from the only spot in the area where there's no railing. Follow it out to the Tyrant's platform.

OBJECTIVE Seek Dr. Cid in the Ancient City

rant

LVL	HP	EXP	
43	180428	0	33
Steel	N/A		

Of the utmost importance is the fact that a magick field has negated the use of any technicks! So if you regularly use Charge or some other technick, kiss it goodbye for now. Hopefully, you just saved your game at the Haalmikah Water-Steps so your team should be fully charged. However, Tyrant is a particularly durable boss and it takes a long time to wear him down. Try to rely on movement and license upgrades like Martyr and Inquisitor to boost your MP as the fight wears on.

Start by casting Dispel on Tyrant, then just go into your regular attack patterns. This fight requires patience and careful attention to health bars. Send in one hard-hitting melee fighter and support him with two casters who keep everyone healed and imbued with Haste and Protect. (Or, you can try two melee fighters and one support character, which is riskier but considerably quicker.) Blizzaga attacks are very effective against Tyrant, because of his weakness to the Ice element. Unlike the last boss fight, you won't see many status ailments. Watch out for Sap and be ready with Regen.



RRISE THE HP BAR

Tyrant tends to focus on one target for long stretches and occasionally unleashes brutal attacks that inflict a huge amount of damage. To keep allies from getting KO'd, go into your gambits and raise the curing threshold a bit higher (to "Ally: HP<60%" or even more) to make sure nobody's HP drops too low. It's also worth adding Bubble to the list of bulls, along with staples like Protect and Haste.





Tyrant is difficult to KO. Keep the pressure on with at least one tough fighter and make sure to use Protect, Haste, and Cure on that character.

As always, if you can manage to hold a party in reserve with Quickenings and multiple Mist Charges, you can bring them in when the Tyrant's HP drops below 20 percent. A good Quickening chain at that point can wipe out his health in one fell swoop.

A Way Stone appears on the platform after Tyrant finally falls. As after the last boss fight, you should backtrack to the last Save Crystal to heal up and save your game. After doing so, return to the new Way Stone and use it to teleport to the next area, the Great Crystal.

Navigate the Great Crystal Maze

The party arrives at a place called "A Prama Vikaari." The Way Stone here is numbered VIII. Also note that the Mini-Map disappears and your Location Map displays only a vague image of the Great Crystal! But don't despair, as you can always refer to this area's maps in this guide. The party arrives in the Great Crystal without maps. The first goal is to switch off Gate Scorpio.



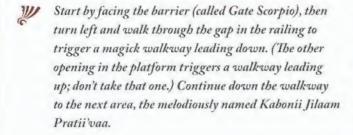
Some magick walkways lead up, while some lead down. Take the one leading down from the first platform, A Prama Vikaari, to reach Kabonii Jilaam Pratii'vaa.



Check out the "Secrets" section to learn more about the naming system of the various areas in the Great Crystal.

Crystal Secrets

Now complete the following steps:



Defeat the Ose pair and grab the crystal treasure. You will likely set off explosive traps (or cast Float to avoid the traps), but the treasure is well worth it. Exit via the only other gap, heading down to the next area, Kabonii Jilaam Avaa.

There's nothing in this area but a couple of more Oses.

Take the only other exit down to the next area, Dha

Vikaari Bhrum.

Use Way Stone VII to teleport to the next area, A Vikaari Kabonii. This takes the party to Way Stone VI. There are

three openings on one side of the platform. The right path leads down to a closed barrier, Gate Cancer. So take the left path, which leads down to an area called Sthaana Cancer.



In Sthaana Cancer, defeat the two Mythril Golems and use the Cancer Gate Stone to open Gate Cancer. Go back up the way you just came, returning to A Vikaari Kabonii. Watch out for a lone Reaper on the way.

Take the other downward path to Bhrum Pis Pratii.

Gate Cancer has been switched off, so you can enter the platform. Go straight across and exit the other side, heading downward to Dha Vikaari Trahk.





Use Way Stone V to teleport to Way Stone IV in the A Vikaari Bhrum area.

You should see a gate barrier called Gate Pisces. You need to deactivate this gate. Exit via the path that leads down (not up), as it descends to the Trahk Pis Praa.

Take the only other exit here, leading down to Sthaana Pisces and a gate stone.

Use the Pisces Gate Stone to deactivate Gate Pisces.

Now backtrack up to Trahk Pis Praa, then up to A Vikaari Bhrum (where you arrived at Way Stone IV) and turn left. Gate Pisces is gone, so take that exit down to the next area, Dha Vikaari Jula.

Use Way Stone III to teleport to Way Stone II in the Crystal Core and watch a brief event as the party views the nethicite in the crystal.



The Crystal Core features a motherlode of nethicite.

Take the only exit down to the platform with the Save Crystal and save your game. After doing so, use Way Stone I to teleport out of the Great Crystal to a new Giruvegan location, the Gate of Wind. (You'll find this location on the first Giruvegan map in this section.)

Walk forward and open the gate named Bulwark Minas and say hello to the Esper Shemhazai.

Shemhazai, The Whisperer

(LVL)		EXP	LP	
45	91136	0	47	
Steal	Sagittarius Gem, Hi-Ether, High Arcana			

The important thing to know in this fight is that, after using the Mana Spring ability, Shemhazai is weak against one element but can absorb all other elements, turning them directly into HP. The

problem is that her element of weakness is random. If you tend to focus on physical attacks, this is no problem; just swap out element-imbued weapons, and do not use elemental attack spells (Fire, Water, Wind, etc).

If you want to cast spells, use Green or Time magicks. A good Quickening chain works wonders, too, especially when Shemhazai is running low on HP.





Shemhazai likes to cast Syphon, which transfers MP from one of your characters to her.

W VOX YOUR POPULACE

Make sure everyone has an anti-Silence gambit, whether it's using Vox or Echo Herbs.

By all means, open with a quick cast of Dispel to knock off her Haste. Watch out for her regular attempts to Silence your party. Make sure everyone has a Vox or Echo Herbs gambit set above their attack gambits. Her durability is good but not great, so if you keep up solid attacks and heal properly, this battle can proceed with no major surprises. When Shemhazai's HP drops to critical ranges, she'll cast Silencega, in addition to causing the Disease status with her regular attacks. Be ready to distribute Echo Herbs to at least one ally so he/she can un-Silence the others. A Cleanse/Vaccine gambit is very important for this fight, so set one up.

When you emerge victorious, you gain the ability to summon Shemhazai after you unlock her square on the license board. Proceed south to the Bulwark Aeon and open it. Continue on to the Empyrean Way Stone and read its inscription, then touch the device to trigger a long series of events.

Pay close attention as several deeper truths are revealed to Lady Ashe for the first time in a meeting with the true movers of recent events. Ashe is given the Treaty-Sword, which now appears in your inventory. Lastly, you learn more about Venat, Dr. Cid's "ghostly mentor."





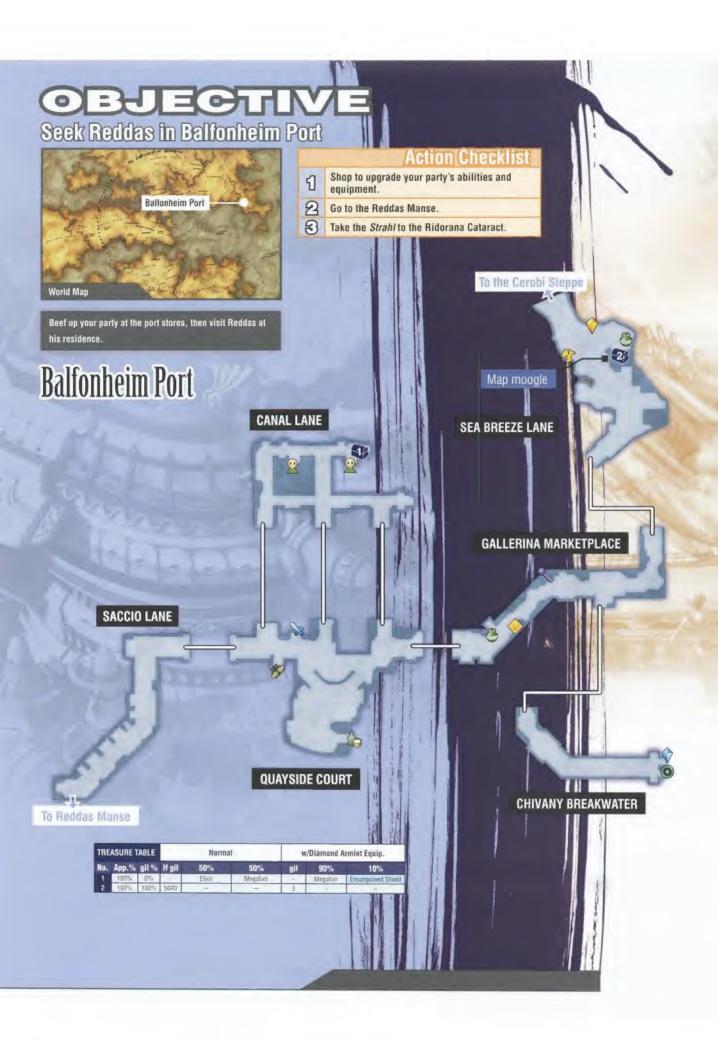
After the event, your next task is to seek a powerful stone called the Sun-Cryst, the mother of all nethicite, source of the Dynast-King's shards. The clue to its whereabouts is simply: "In tower on distant shore it dreams."

Then you see another event in the Imperial City of Archades with two brothers, Judge Gabranth, the good Dr. Cid, and his "spiritual advisor." Now you know who the main players are in this tale and how much is at stake,



Return to Balfonheim

When control returns to you, use the Way Stone to teleport back to the Gate of Earth outside Giruvegan. Walk to the orange Save Crystal and teleport back to the Port of Balfonheim.



Shop and See Reddas

You should have a *lot* of LP to use and plenty of loot to sell after the trek across Giruvegan. Check all of the shops and balance out

your party with new equipment and magick. When you're finished, head for the red 'X' on the area map in Saccio Lane at the far southwest end of town. When the party arrives, talk to the Manse Watch fellow to gain entrance to Reddas's sanctuary.



The Manse Watch lets the party in to see Reddas.



Reddas issues orders to his team of Rikken, Raz and Elza, sending them out on urgent business. Afterward, Ashe and the rest of your party report to him on what they learned at Giruvegan.



Plans are laid for a journey to the Ridorana Cataract and the towering Pharos lighthouse. These seas are deep in jagd, but Reddas offers Balthier a rare skystone made to resist jagd. It may power an airship through areas that are normally impenetrable.





After the event, Reddas joins your party as a guest. Vaan speaks with Rikken, Raz, and Elza and learns that the *Strahl* is ready for flight at the aerodrome. Raz provides directions to the Pharos, southeast of Balfonheim.

Fly to the Ridorana Cataract

Head for the aerodrome, which is located in the southeast part of town in the Chivany Breakwater district. Inside, talk to the "Private Airships" attendant, the woman in the green dress at the counter next to the Save Crystal. When she asks if you'd like to board, answer "Yes." When the map appears, select "The Ridorana Cataract" in the Jagd Naldoa as your flight destination.





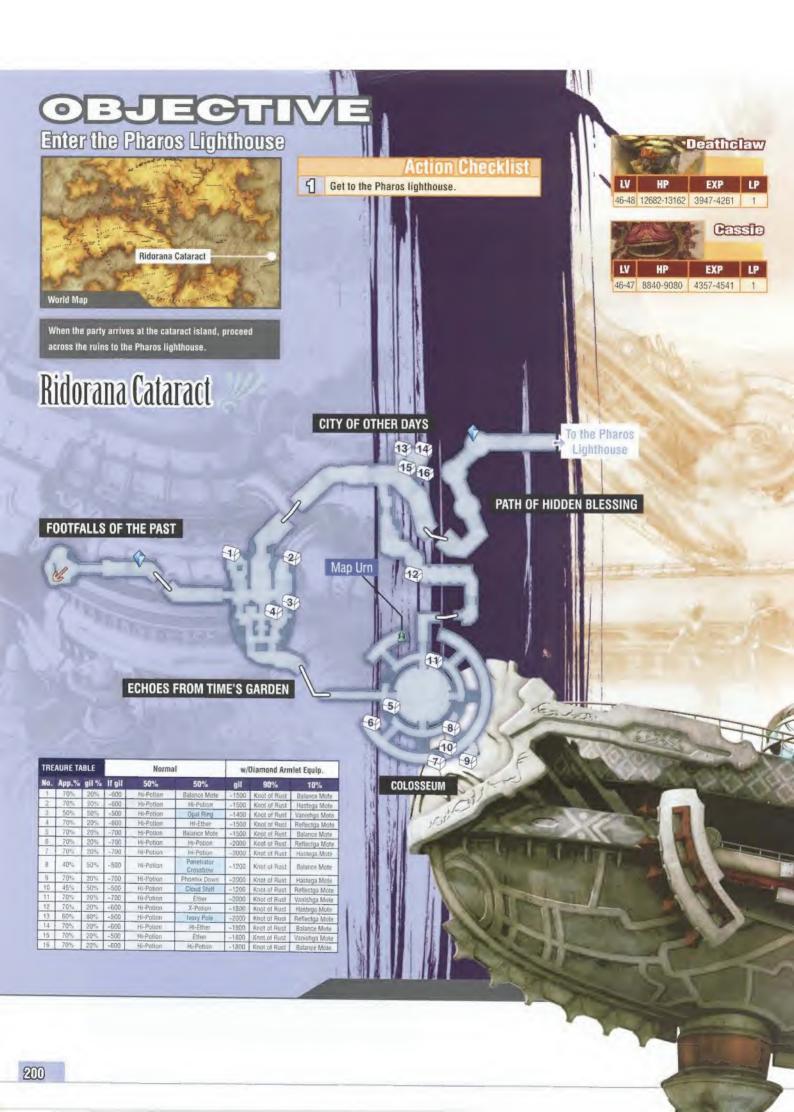
The "Private Airships" attendant at the aerodrome can get you squared away aboard the Strahl. Select your destination: the Ridorana Cataract.

After a stunning flight and arrival sequence, the party approaches the great tower of the Pharos.









Find a Map

Climb the stairs and save your game, then continue east into the next section, Echoes from Time's Garden. Climb the stairs to an open courtyard where you face your first foes, Deathclaws and Cassies. The Deathclaws have a Pulsar Wave attack that can Disable party members, while the Cassies spew out status ailments similar to the other Malboros.

This area has two exits. Take the southern one into the Colosseum to find a bunch of treasure, plus a handy map of the area. Don't run across the Colosseum's arena unless you have a Bangle or Libra active, though,

because there are eight traps. Turn left and stick to its outer perimeter while moving clockwise to the north exit. Go downstairs, take the first left, then follow the corridor to the Map Urn for a map of the Ridorana Cataract.



Don't walk across the Colosseum arena without a Float spell active, as it's heavily trapped.

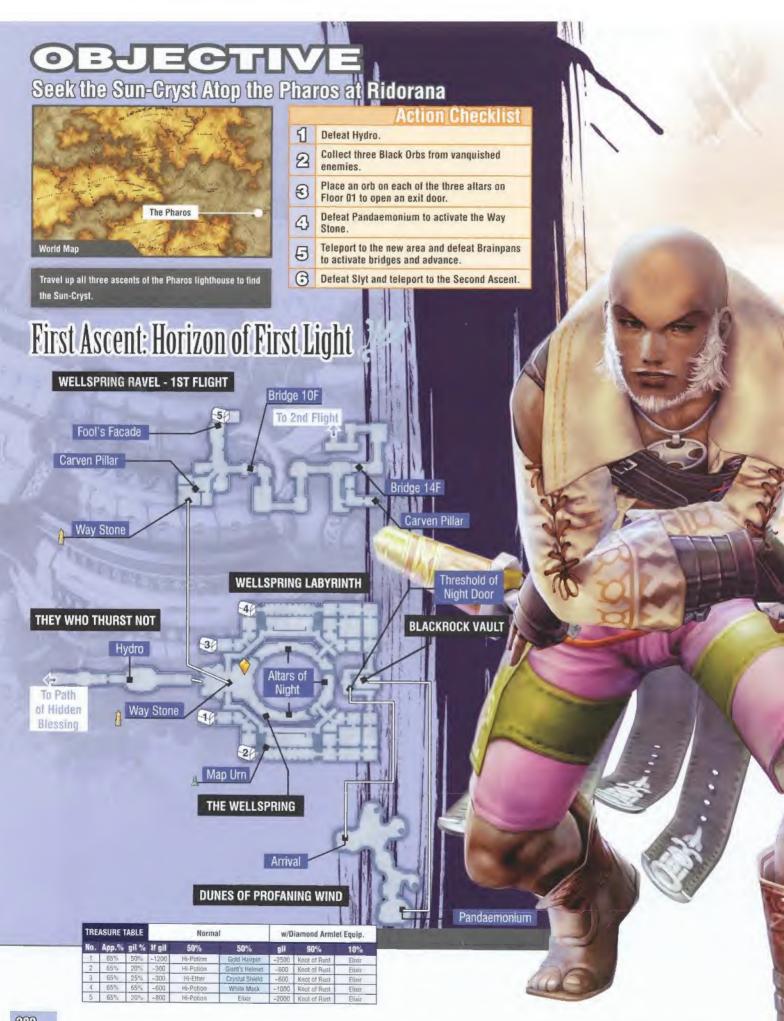
Now you can move to the east and south exit passages in search of treasure. (Don't miss the treasure in the secret room that doesn't appear on the Area Map. To access it, go through the Colosseum's east exit and follow the passage around to the southeast corner.)

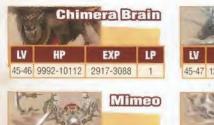
When you're finished, go back through the north exit and keep going north to access the next area, City of Other Days.

Follow the long corridor up to the intersection. (Watch out for a pair of Cassies around the second corner!) Look for treasure across the path and down the stairs in the sunken courtyard. Next, head southeast up the stairs to reach the Path of Hidden Blessing area. Keep climbing up to find another Save Crystal, but watch out for the line of traps. Continue upstairs to enter the Pharos lighthouse.









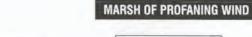
Mistmare					
LV	HP	EXP	LP		
45-47	12180-12500	4615-4967	1		

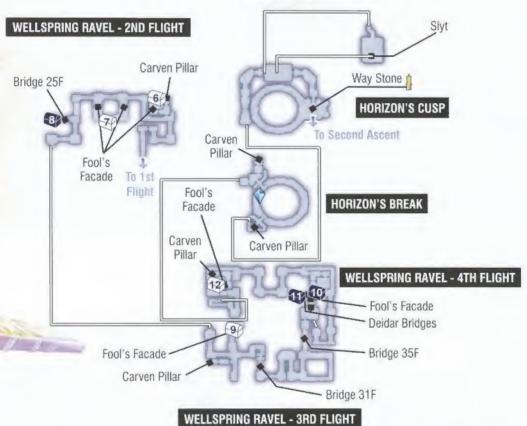
N	Aeronfte				
LV	HP	EXP	LP		
49-50	18004-18684	6156-6359	2		

		Brafin	pan
LV	HP	EXP	LP
46	15358	3574	1
		Dell	-
	MAN NEWS	القالبا	dar

3574

15358





TREASURE TABLE			Normal		w/Diamond Armlet Equip.			
No.	Арр.%	gil %	If gil	50%	50%	gif	90%	10%
-8	65%	78%	-\$00	Hi-Potion	Black Robes	~800	Knot of Rust	Elixic
7	65%	20%	-1000	Hi-Potion	Hi-Palion	~2000	Knot of Rust	Elixir
8	91%	0%	10	Holy Rod	Hoty Rod		Holy Rod	Holy Roc
9	65%	20%	~1000	Hi-Potion	Phoenix Down	-3000	Knot of Rust	Elixir

Defeat the Lighthouse Guardian

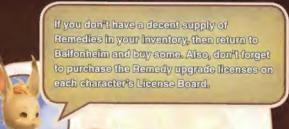
You know this area is tough when the first thing the party encounters is a boss! Climb the stairs and stop. Before you step forward into the entry hall to meet Hydro, cast Haste and Protect on everyone in your party, and consider adjusting your gambits to switch all healing and status removal from magick to items. Check out the boss section that follows to see why.



I	(EVE)	HE	EXP	LP		
į	47	203800	0	35		
ì	Steal	Maggoty Flesh, Corpse Fly, Wyrm Bone				

Hydro is a classic brawler that has two particularly tough aspects to his attack. First, it likes to hit with some status ailments that are problematic if you're not prepared. Second, Hydro casts a powerful area magick called Fearga that can completely drain your characters' MP. Note that Fearga has a relatively small range. To counteract it, you can fight Hydro with a party using only ranged weapons, causing your characters to spread out naturally or manually keep at least one member at a good distance away from the others.

One obvious tactic if your healers have no MP is to switch in new healers. Make sure you have a Doom-related gambit in place too; that is, one that uses a Remedy if a character is afflicted with Doom. Make sure your characters all have the Remedy 3 license, so their Remedies cure Doom. If Hydro hits with Sap, use a Regen spell to counter it. If your characters' MP gets drained, keep moving and using the Charge technick or Syphon MP from other characters. If you have the Inquisitor and Martyr licenses, you also gain MP simply by inflicting/receiving damage.



Remedy the Situation



Hydro is a physical fighter that gets very aggressive with its Lunge attacks when its HP goes critical. Beware of Hydro's fearsome Fearga attack!

After setting up your gambits, wade into battle. Immediately cast Dispel on Hydro and follow up with Slow. After your first team knocks down Hydro's HP to 20 percent or so, bring in the reserves and hit Hydro with a Quickening chain before the boss can rob any characters of their MP. (Spend it or lose it!) Hydro is particularly nasty and fast in its last throes, so it's nice to bypass that phase of the fight by hitting the boss with Quickenings.

Seek the Sun-Cryst Atop the Pharos at Ridorana

After the fight, move forward to the massive gate to trigger an event in which Fran translates an ancient message carved on the nearby wall. It seems to be a message from the Dynast-King to his heir, Sure enough, as Ashe steps forward, the gate opens wide for the party.





Open the First Seal

When you regain control, the party is on the lighthouse's first floor (note the "01F" under the Mini-Map) in an area called The Wellspring, This is a circular corridor that wraps around a huge, mist-filled central chamber. The Wellspring corridor is divided into three arcs. There is a large stone pedestal called an Altar of Night in each arc.

You can't use the Way Stone here yet, so go left to the teleport Save Crystal and save your game. After doing so, follow the Wellspring's curving walkway to find the Altar of Night that faces south. Read it to learn that Pharos beasts "oft possess black orbs." To move above Floor 01 you must do the following:

1	Defeat foes.
2	Pick up three Black Orbs that some fallen foes leave behind.
8	Place one Black Orb on each of the three Altars of

Night.



To move to the next level, you must find and collect these glowing Black Orbs left behind by defeated foes.

Altar of Night: South

Exit the Wellspring via the south passage (directly south of the Way Stone) into the Wellspring Labyrinth. Use the maps in this section to navigate the maze east, south, then back west along the southernmost corridor to find the Map Urn of the entire First Ascent area.



Place one Black Orb on the Altar of Night to break its seal.

Along the way, fight enemies and look for a glowing orb hovering in the air after each foe falls. If you see one, walk into it until the words "Black Orb" appear, then press the button to pick it up. Hurry though, as these orbs only stick

around for a few seconds.

Keep felling foes in the southern half of the Wellspring Labyrinth until you obtain three Black Orbs. Now you can focus on reaching the altars. Return to the Altar of Night and use an orb on the altar to break the magicked seal. One down, two to go!

NO SET ALTAR ORDER

You can place the Black Orbs on the Wellspring altars in any order you wish.

Altar of Nights East

As before, exit the Wellspring via the south passage into the Labyrinth. Follow the innermost corridor to the east until you can exit left, back into the Wellspring. This time, though, you step into the eastern arc of the Wellspring. Turn right and approach the Altar of Night, then place a Black Orb to break the second seal, (If you don't have another Black Orb, then KO some foes until you acquire one.)

Altar of Night: North

Now return to the Wellspring Labyrinth. Work your way around the maze to the stairs that connect to the northern half of the labyrinth. At the top, notice the glowing blue door called the Threshold of Night. The magickal seals that you're breaking at the Altars of Night are what bind this door shut. You'll return to this area shortly.

For now, continue downstairs into the northern Labyrinth and navigate (and fight) to the inner corridor. Exit into the northern arc of the Wellspring and place a Black Orb on the third and final Altar of Night. This breaks the third seal and the message "the Seal of Night loses its power" appears on-screen.



Place one Black Orb on the Altar of Night to break its seal.

The Seal of Night was the magickal seal binding the Threshold of Night door back on the stairs. If you check the Area Map, you will see a flashing icon over that door's location. Navigate back to the Threshold of Night and go through it to reach... a desert?





You may want to trek back through the maze to the Save Crystal in the Well-spring before going through the Threshold of Night doorway, as a powerful boss waits in the desert.

Consider a Save

The Threshold of Night door leads into an odd, desert-like parallel dimension.

Meet the First Watcher

This odd reality is referred to as the Dune of Profaning Wind, and it doesn't appear on the Area Map. Four gray boulders rest in alcoves amongst the sand dunes and darker cliffs. When you try to approach the first three boulders, the party gets sent right back to the bottom. Climb the hill to the topmost "boulder", which turns out to be a giant stone tortoise named Pandaemonium.

Pandaemonizm

LVL	HP	EXP			
45	116678	0	36		
Steal	Ancient Turtle Shell, Aries Gem. Sca				

Start by casting Dispel to eliminate the boss's Shell and Protect magick, then start hammering away with your strongest melee fighters. Have a support ally cast Haste and Protect on your attackers, and prepare to remove status effects with Esuna. Pandaemonium is weak against Wind magick, so cast Aeroga if it's in your spell arsenal.





At the halfway point, Pandaemonium becomes immune to all attacks. When this occurs, just bide your time until its Perfect Defense finally dissipates.

When Pandaemonium's HP hits the

halfway mark, it casts an impenetrable shield around itself with a "Perfect Defense" spell. There's not much you can do except wait it out. Keep everyone healed, and counter the status ailments (Blind, Petrify) that the big tortoise zaps at the party. Don't waste MP trying to hit the boss with magick, as it's immune to every kind of attack. Just be patient; the shield fades after about a minute, at which time you can get back to punishing Pandaemonium.

After the victory, the party automatically teleports into Blackrock Vault, the small room behind the Threshold of Night door. Exit the vault and return to the Save Crystal in the Wellspring. Next, use the nowactive Way Stone to teleport to a new area.



The Way Stone activates after Pandaemonium is defeated.

Wellspring Ravel: 1st Flight 10F Bridge

Go through either of the green, glowing ancient doors and head around the corner to find the Carven Pillar. Read its inscription to learn that the "tongue of stone's green flame your way bespeaks" and "once silenced... its muted form a bridge for you to tread." Broken down, this phrase means that you must hit the green-flame foes to activate bridge mechanisms, (Just kidding: This will become clearer in a minute.) Unfortunately, some flying foes called Aeronites flutter up ahead. Hit them with Telekenesis magick and ranged weapons.



SECRET TREASURE

In the 1st Flight of the Wellspring Ravel, go north to the wall to discover that it is called "Fool's Façade." Press the & button to strike the wall and uncover a secret area with a treasure.

Now climb the stairs to the high platform where two Brainpans spout green flames. After destroying each Brainpan, a section of bridge drops into place just to the east. Cross it and climb upstairs to the next floors.







Each time you destroy a Brainpan, a new section of bridge drops into place.

14F Bridge

Now you must knock out four more Brainpans to drop in all four sections of the next bridge. One Brainpan is on 12F, another is on 14F (where the bridge is located), and there are two of them on 15F-one in an alcove and one in a back room. Cross the newly formed bridge on 14F, then climb up to 17F.

Wellspring Ravel: 2nd Flight 25F Brildge

From 17F, keep climbing and searching for Brainpans. You need six more to form the next bridge, which is on 25F. There are two Brainpans on 20F; one of them is in a back room with another Fool's Façade that you can smash through for a treasure chest. Another Brainpan is on the 21F landing. There is another Fool's Façade on 23F, leading to a staircase that runs up to 24F, where you can bash through another wall that leads back onto the main path, The last three Brainpans are clustered together on 25F near the bridge. Nail them and cross the now-finished bridge, then climb up to 28F to enter a new area.

Wellspring Ravel: 3rd Flight SIF Bridge

You need five Brainpans for the next bridge. Two of them are on the 29F landing, while another one is on 30F behind an ancient door. Read the Carven Pillar there to learn that "the red flame consumes the green, sundering the stair which it has laid." Translation: Don't strike a red-flame guy, called a Deidar, when you have a bridge in progress ahead! If you do, a section of unfinished bridge will actually disappear.

The first Deidar appears on 31F, sitting not far from the next bridge crossing. Press the R2 button and run past it through the portal to find two Brainpans on the other side. Defeat them, then cross the bridge and keep climbing.

85F Britine

The next bridge calls for the slaughter of 10 more Brainpans. Remember to leave the red Deidars alone! The first Brainpan is on the 32F landing. Two more sit on 34F, while three more are on 35F. Be careful, though, as a Deidar sits not far from the trio of Brainpans on 35F.

Now descend from 35F to find that the duo on 34F has respawned! That makes eight of them. If you do KO a Deidar by accident, look around for some more Brainpans, as they will randomly respawn if the bridge is not finished. Climb the back stairs to find that the trio on 35F has respawned. Keep striking Brainpans until you defeat 10 of them, then cross the bridge.

GREEN VS. RED

Mind the difference in the flame color spouling from alop a Facertype foe. Green flames indicate a "Brainpan." When you KO a Brainpan, a new section drops into place on the next bridge ahead. If you KO a red-flame Facer called a "Deidar," however, then an already-laid section of the next unfinished bridge will drop away.





Note that there are secret areas that are only accessible by using bridges built by deteating red Deidars! One area down on 26F holds the Holy Rod. So after you finish a green bridge and it sets in stone, you can backtrack and defeat the Deidars you bypassed previously to start building red bridges to the secret areas. One "red bridge" is on 35F, just north of the bridge that you built by defeating Brainpans.

47F Bridge

It takes only four Brainpans to create the next bridge. Defeat two of them on 36F, then run past the red Deidar up to 38F to nail another Brainpan. Another Deidar is close by, so keep your party focused! There are two more Brainpans in the corners of a backroom on 40F. Run past the Deidar on 41F and pound the Brainpan on 42F. Another Brainpan is in a room with a Carven Pillar on 46F, with another fake wall and secret room nearby.



Watch out for a pair of Aeronites on 48F.

After crossing the bridge on 47F, watch out for two powerful Aeronite flyers hovering together on 48F and be ready with your regular flyer-fighters. Nail these foes with Thundaga to quickly clear the skies. After doing so, climb up to the ancient door and open it to enter a new area.

Horizon's Break

Find the Save Crystal as you step into the circular corridor around the mist-filled central chamber of the Pharos. Exit the corridor to the southwest and climb the staircase to an ancient door on 49F. This leads to another new area.

Horizon's Cusp: The Second Watcher

Climb up to another ancient door with an inscription that warns of the "second watcher" waiting ahead. Open the door to enter... a lush green marsh with a waterfall in the distance? This is the Marsh of the Profaning Wind. Step forward to meet the second watcher.



Who is the "watcher" of this marsh?





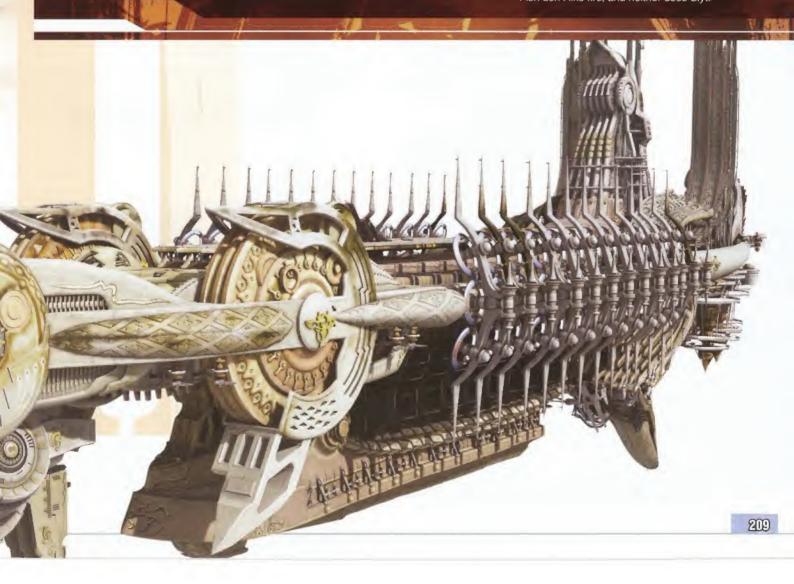
LVL	HP	EXP	LP	
47	92661	0	36	
Steal	Yensa Scale, Pisces Gem, Yensa Fin			

Slyt is very quick on the attack and has Regen active as well. It will refresh its Regen almost instantly if you try to dispel it, so it's better to ignore it. If you haven't already, use Haste on your party. You can try to Slow and/or Confuse Slyt, but it won't always work. Slyt is weak against Fire, so cast Oil and then light it up with your heavy Fire spells. With Reddas as a melee fighter drawing its attention and two other characters casting Firaga at Slyt, it's possible to take down this foe rather quickly.

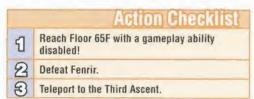
After the fight, the party appears right back in Horizon's Cusp. Exit via the east door and climb to the Way Stone on 50F, then use it to teleport to the Second Ascent of the Pharos.



Fish don't like fire, and neither does Slyt.



Second Ascent: Reach of Diamond Law







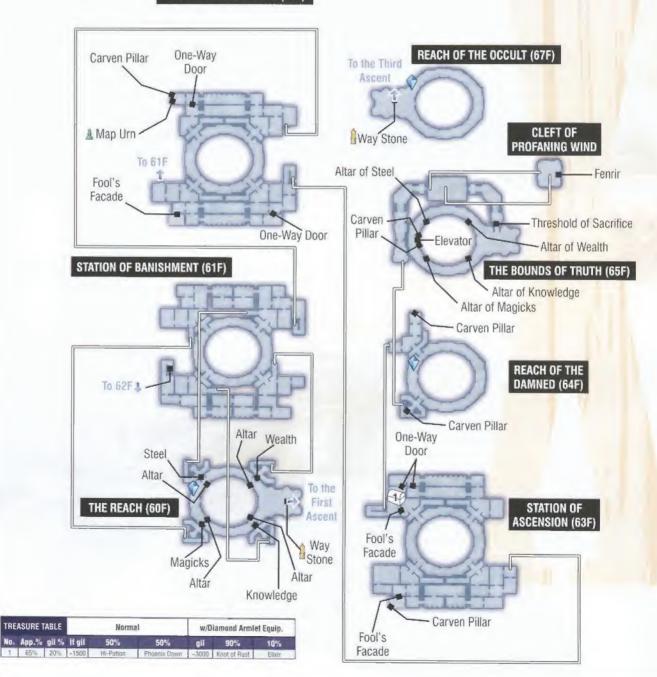


N		Abaddon				
LV	HP	EXP	LP	LV		
47-49	13239-13879	4615-4963	1	48-		





STATION OF SUFFERING (62F)



Choose Your Route—and Your Poison

The party arrives in an area called The Reach, another circular corridor around the mist-filled core. Go to the Save Crystal on the west side of the circle and save your game. Now it's time to make a choice. There are four different exits, each of which leads up to the next floor. Each exit removes a different gameplay tool when you pass through the threshold. Pick your exit based on the following preferences:



Threshold of Wealth

If you choose this route, the party goes to the Third Ascent without the use of items.



Threshold of Steel

If you choose this route, the party travels to the Third Ascent without the use of weapons.



Threshold of Magicks

If you select this route, the party goes to the Third Ascent without the use of magick.



Threshold of Knowledge

If you select this route, the party travels to the Third Ascent without the use of the game's Mini-Map.

Base your decision about the Threshold you choose and the gameplay tool you elect to forego upon your particular style of play. Some players will rarely use magick and will rely on physical combat and technicks to fight while consuming items to heal.

Others will use magick quite often whether it's for combat, combat enhancement, or healing. Give up the thing you use the least.

You may want to consider giving up the Mini-Map. Although it is a great orientation tool, when you pass through the Threshold of Knowledge (the southeast exit), you do not lose the game's Area Map. If you happen to get disoriented, just press the Select button to get your bearings straight. Another fine option is giving up items, so consider this as an alternative.

60F Unseal the Door!

This walkthrough now leads you to the southeast exit from The Reach. First, activate the Altar of Knowledge by selecting "Touch the altar" to unseal the Knowledge door (this makes you lose the Mini-Map). Next, go through the door and climb from 60F to 61F. Once on 61F, the actual route upward becomes the same regardless of which choice you made.







To unseal the threshold of your choice, activate the corresponding Altar.

61F: Station of Banishment

Your next goal from all four arrival points is to reach one of the two staircases that lead up to 62F. One is in the northeast corner of this floor, while the other is in the southwest corner. (See the map in this section for exact locations.) You will encounter some nasty new enemies along the way, including ghostly Crusaders, Bunes, powerful Reavers, and the immense Abaddon toads.

62Fa Station of Suffering

Your destination here is the staircase in the southeast corner that leads up to 63F. Watch out for a brutal four-foc ambush when the party arrives! Before that occurrence, though, you may want to venture up to the northwest corner and find the map of Pharos Second Ascent. There is also a secret room in the southwest corner, which is only accessible by bashing through a Fool's Façade. The rewards aren't great, though, as all you'll find is three angry Crusaders.

63Fa Staffon of Ascension

Your goal here is to reach the staircase in the northwest corner that leads up to 64F by going through a hallway from the northeast corner. Of the two hallways in that corner, take the northern most route leading west towards the northwest corner. There's a secret room behind a Fool's Façade in the southwest with a nice Rejuvenation trap that heals all nearby allies when it is triggered. Watch out for the powerful Necrofiends near the exit.

64Fe Reach of the Dammed

Finally, a Save Crystal! Save your game and head for the only other exit from this area, which is located to the southwest.

657# The Bounds of Troth

Follow the corridor up to the ancient door and read the inscription. Uh oh, looks like another "watcher" lies in wait up ahead. Select the "Open the door" option. This leads the party right into the clutches of Fenrir.



After the fight, the party returns to the Bounds of Truth area on 65F. Open the door to the east and follow the big hallway to the next door, the Threshold of Sacrifice. When the party steps through this door, you find four altars that march the four down in The Reach (60F) where you selected the ability to sacrifice. Now you can get that ability back!

Touch the altar that corresponds to that ability you relinquished (Wealth is items; Magicks is magicks; Steel is weapons; and Knowledge is the Mini-Map) to regain that lost ability. This triggers the arrival of an elevator called the Dais of Ascendance. Step aboard and select "67F" as your destination.

67/13 Reach of the Occult

Save your game at the Save Crystal, then use the Way Stone to teleport to the Pharos Third Ascent.



Evade.

When you regain your ability at one of the 66F altars, an elevator arrives for your traveling pleasure.

Third Ascent: Mete of Dynasty

Solve the sigil color code system to teleport through the ascent. 2 Defeat Hashmal. 3 Defeat Gabranth. Defeat Dr. Cid and the Esper Famfrit.

TREASURE TABLE			-	Normal		w/Diamond Armlet Equip.			
No.	Арр.%	gil %	If gil	50%	50%	gil	90%	10%	
	55%	0%	See .	Dragon Witisker	Rubber Suit	-	Dragon Whisker	Dragon Whisker	
2	55%	0%	84	Rubber Suit	Dragon Whisker	-	Oragon Whisker	Dragon Whisker	
3	35%	50%	999	Elixit	Elixir	9999	Ellxir	Elixir	
4	100%	0%	-	Circlet	Circlet	_	Ring of Renewal	Circlet	

Elevator (Hashmall) → To Empyrean Road

Way Stone

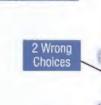
SPIRE RAVEL - 2ND FLIGHT

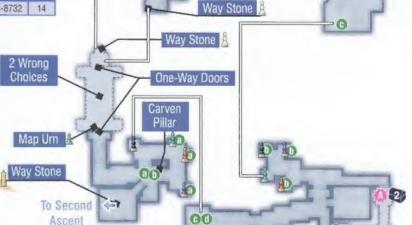












Use the Teleport Stones to Cross the Third Ascent

807 Spire Ravel, 1st Flight

Yes, the map in this section looks scary, but this Way Stone transit system is easy to navigate if you just follow these simple steps:

When the party arrives from the Second Ascent, watch out for the Purobolos! When these bomb creatures explode, they can take out multiple party members if they aren't at full bealth. Don't forget to read the Carven Pillar which states, "To seal of night look first."

Night is dark, right? So go up the stairs on either side of the pillar and go to the black Way Stone. It is identified as "Way Stone - Black Sigil" when you approach it. Use the Black Sigil to teleport across the gap to another section of the Spire Ravel, 1st Flight area.

SPIRE RAVEL - 1ST FLIGHT

Two Wrongs Don't Make a Right

In fact, two incorrect choices of the Way Stone sigils gets the party zapped to a truly brutal hidden room with a Map Urn and a seemingly unending supply of undead foes (Zombie Warlocks, Dead Bones, Necrofiends, and the like). They just keep coming, and they like to infect their targets with Disease! If you end up in this place, grab the map right away and desperately fight and heal diseased allies with Vaccine until the door opens.

Proceed east to an intersection.

You have a choice of two paths at the intersection and both work. You can choose to turn left (north) and head up to the next sigil platform, fighting through a painful Purobolos swarm (five of them!) to use the Green Sigil. Instead, let's take the secret path that leads to some treasure!



Watch out for brutal Purobolos swarms around the sigil platforms.



At the intersection, turn right (south) and walk into what looks like a dead-end alcove. Find the Fool's Façade and smash through it to find a hidden hallway and a Green Sigil. Use it to teleport to another secret hall in the next area.

837: Spire Ravel, 2nd Filiphi

You're about halfway through the Third Ascent at this point.



Step into the first trap. It's a manafont trap and it heals your party! The traps down the two side halls are explosive, though, so carefully maneuver around whichever route you take. You can go down either hall, since both are essentially the same, and meet up around the corner.



Smash through a pair of fake walls to reach the sigil platform, where an Aeronite hovers. Remember that Thundaga works wonders against these flyers. Also remember that Telekinsis works even better. Use the Way Stone, Red Sigil and not the purple "Sigil of Sacrifice," which is also a reddish color.



This takes the party to a small platform beneath two more Aeronites. Zap them out of the sky, then examine the four Way Stones.



The "Sigil of Sacrifice" is on all four stones, but the colors match up with the four altars back in The Reach. Touch the sigil with the color that matches the ability you chose to lose. The color associations are: Yellow-Wealth (items), Purple-Magick (magick), White-Steel (weapons), Pink-Knowledge (map).



When you select the right color, the party ends up on the northwest platform. Go forward and read the Carven Pillar to receive your last clue in the phrase "untainted by tint or color." When you approach the final sigil platform, you will see the usual four colors—nothing colorless. If you use any one of these, the party gets zapped back to a previous location.



Instead, go to the northernmost end of the platform and find the Fool's Façade on the left wall. Smash through it to find a clear Way Stone. Use the Way Stone to teleport to one last platform.

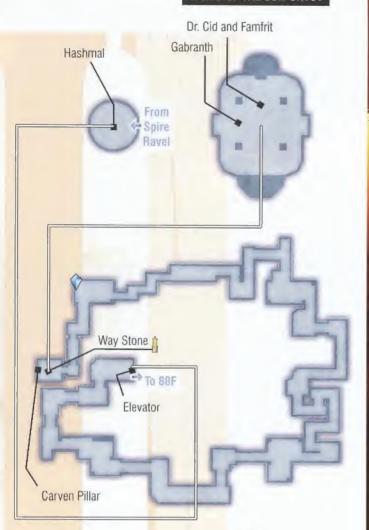


Look out! The last Way Stone teleports the party to 88F, which is directly underneath the rare monster, Tower. It's takes time to defeat this foe, so keep everyone hasted and healed if you encounter this hostile golem. Finally, climb the stairs and use the Dais of Ascendance elevator. Select "90F" and take the elevator to another Esper meeting.



Here's the final sigil: a colorless Way Stone behind the fake wall in the extreme northwest part of the map.

WOMB OF THE SUN-CRYST



EMPYREAN RAVEL

90F: Empyrean Ravel

Just follow the long, linear route up. When you pass 91F, watch the short event with Fran in which she says "the din of the Mist grows

greater." The Sun-Cryst must be nearby. Keep climbing all the way to the Save Crystal on 98F, which is truly a welcome sight at this point, Finally, continue to the Way Stone and teleport to trigger a dramatic event.



Here you learn some secrets that we will not reveal in this book. Watch carefully and prepare for a boss fight, which is then followed by another boss fight. Yes, the road out of the Pharos lighthouse is a very difficult one.



What will Lady Ashe do?

Hashmal Bringer of Order

LVL	HP	EXP	LP
50	209060	0	52
Steal	Leo Gem, Hi	-Ether, High A	гсала

Hashmal drops right onto your stalled lift platform! Dispel the boss's protection and cast Haste, Protect, and most importantly. Float on your party right away. With his most powerful

attacks nullified by the Float status effect, his negative status

effects are the only things you will have to worry about. He will hit your party members with Slow several times during the battle, so be ready to recast Haste. You may also want to equip your magick caster with a Sash for this fight to keep him or her immune to the Slow status effect. To counteract the Disease status, make sure you have a Cleanse or Vaccine gambit ready or heal manually.



Hashmal lashes out hard and shields himself magickally as his HP drops.

Hashmal unleashes a powerful area spell when his HP is reduced to about one-quarter. However, characters with the Float status are immune to Hashmal's earth-based attacks. In case you don't have Float, keep everyone's health high to survive Hashmal's Quakeja spell. When his HP drops in HP critical range, Hashmal erects a magickal shield that keeps him immune from attacks for a short period of time. Focus on healing when this occurs until the shield disappears, then finish him off.

When victory is yours, Hashmal appears on the License Board. The party also arrives at a new location.



Dr. Cid and Famfrit, The Darkening Cloud

Dr. Cid

LYL	HP	EXP	LP
50	82093	0	18
Steal	Hi-Potion, K Magepower		

Famfrit

LVL	HP	EXP	LP
52	149060	0	52
Steal	Aquarius Gem, Elixir, High Arcana		

This boss battle starts out against only Dr. Cid. Cast Dispel on him and Haste/Protect on your party, then commence with your standard attacks. Hack away at Cid until his HP drops to about one-half. When this happens, he conjures up an Esper to aid him: Famfrit!

Now things get more interesting. Focus your attacks on the Esper, as Famfrit has a lot of HP. (Note that the boss HP bar at the top is for Dr. Cid only.) Also, you actually CAN'T hurt Cid while Famfrit's there. Once again, start with the usual routine of casting Dispel on Famfrit, and renew your own Haste and Protect on your party. Consider adding Shell,

> because Famfrit throws some magickal attacks against the party.

From time to time, Dr. Cid brings down a barrier that makes him immune to magick for a short period of time but stay focused on Famfrit until he falls. Famfrit is weak against Fire, so cast Oil and blast away with multiple shots of Firaga, if at all possible.





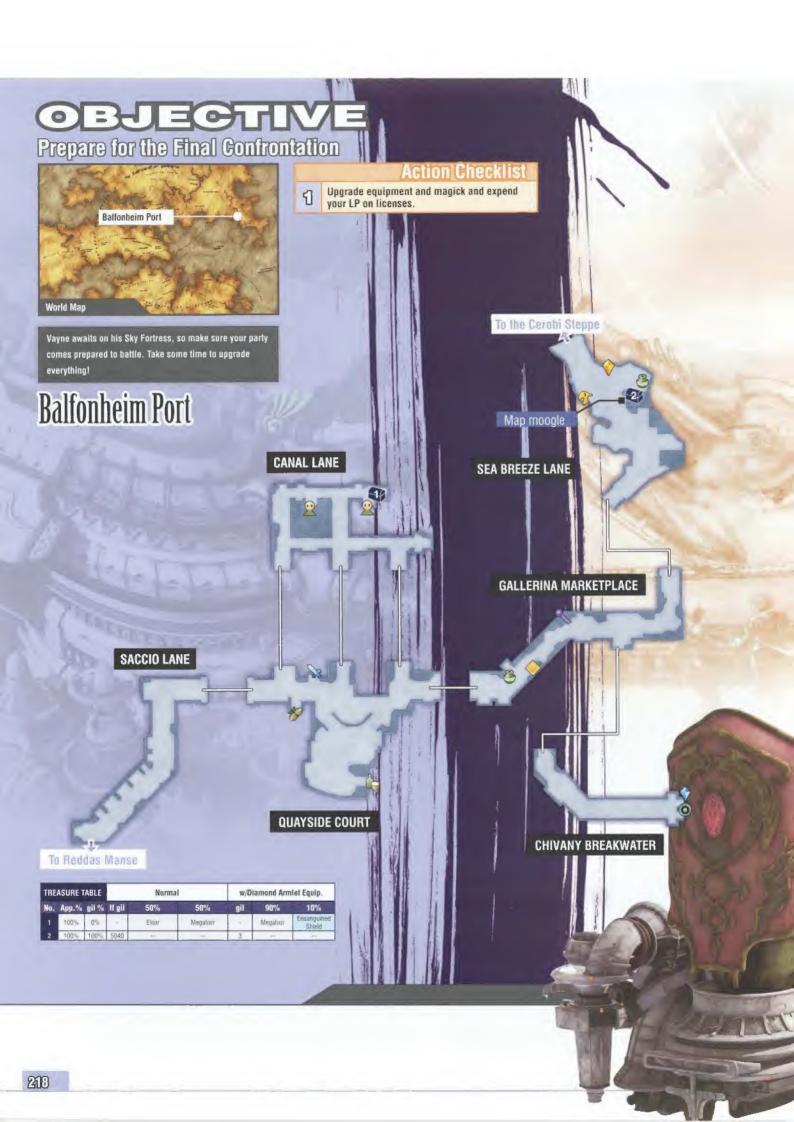
It's a two-for-one boss fight at the lighthouse. Dr. Cid is assisted by the Esper Famfrit.

Occasionally, Famfrit blasts a powerful area attack that causes damage and inflicts Silence on anyone nearby. Cure that status ailment immediately! When the Esper falls, focus the party's attention back on Dr. Cid. If you're not playing catch-up with healing and raising KO'd allies, you can take him down with ease.

When this titanic battle ends, a spectacular event plays, containing the dramatic resolution of certain matters. Afterward, remember to save your game. Finally, the party automatically returns to Balfonheim to prepare for the great finale of this epic adventure.







Buff Up!

There's no reason to hold back now. Once you leave Balfonheim for the Imperial Sky Fortress, there's no turning back. You'll need six strong characters with complementary skills and equipment to survive this upcoming visit to the *Bahamut*. At this point in the game, you should have a balanced party with all members in the 45-level range (preferably higher) with the best weapons, armor, and magicks that gil can buy. If that's not the case, then head out to the Cerobi Steppe or teleport to other hostile areas and level up your characters.

One other suggestion: If you haven't done so already, it is strongly suggested that you read through the chapters on "Gambits" and the "License Board" before you ship off for the sky fortress. If you've gotten this far, you're probably well versed on these gameplay aspects, however, you may be surprised at some of the things you don't know yet.



GOOD LICENSES

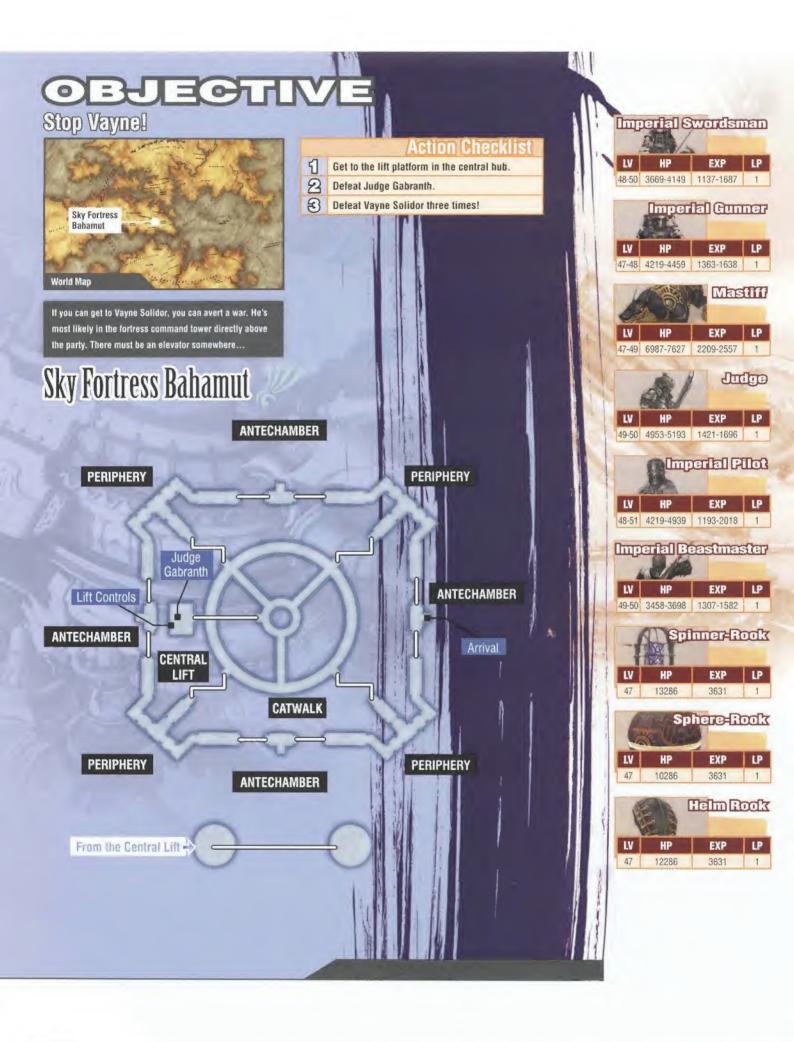
Important licenses for all party members include the Martyr and Inquisitor abilities, which keep your MP levels up. You also want att of the Ether upgrades. The Bahamut finale may force you to consume all those Ethers you've been hoarding throughout the game!

Head Out!

When you're ready to roll, go to the Private Airships counter at the aerodrome. Tell the woman that you want to board the *Strahl*, and select "Bahamut" as your destination. (It's flashing right next to Rabanastre.) Note the next message that appears: Once you leave for Bahamut, you can't return. Ready?

Select "Yes" and watch the long event. The great Imperial sky fortress is on the move over Dalmasca. The long-feared final confrontation between the Empire and the Resistance begins and in the midst of the opening salvos, the *Strahl* arrives at a sky dock in the heart of the *Bahamut*...





Get to the Central Lift ASAP

The party starts in the Antechamber. Your goal is to reach Vayne while avoiding entanglements that will only sap your strength. Note that there are no Save Crystals in the fortress! The key is to get into the central hub as quickly as possible; the longer you take, the more forces will swarm your party's position.





Avoid mixing it up with the fortress guard units, especially the robotic armaments.

There is no Area Map, but the way to the central lift is simple. From the party's arrival point, turn left and go through the south bulkhead. In the next area, called the Periphery, take the first right turn; it leads inward, toward the central hub. When you encounter hostile resistance along the way, you can simply press and hold the R2 button and flee.

When you reach the next area, the circular interior hub called the Catwalk, sit back and watch the party arrive as the battle rages outside the fortress. The Catwalk is patrolled by some extremely

powerful Rooks (robotic armaments that can overwhelm your party), so just run away! Veer down any of the three "spokes" leading into the circle's center. You should see the lift platform ahead. Go around the hub and run across the zone line onto the platform.

Oddly enough, the pursuit halts as you cross the zone line into the Central Lift area. Take a breath. Believe it or not, you're safe for now. Take some time to heal up, then run around the lift or use Ethers to recharge your MP to full Mist Charges.



When you reach this zone line to the Central Lift, you're safe—for now, anyway.



in a final series of boss battles.

Activate the lift to trigger your first

When your party reaches 100 percent HP and MP, approach the Lift Controls panel and select "Engage the lift." This brings Judge Gabranth back into the picture.

Jadge Gabranth

LVL	MIP	EXP		
49	70719	0	25	
Steal	Hi-Potion, X-Potion, Elixir			

Dispel him, then cast Haste and Protect on your main melee fighter(s) and make sure your healing gambits are in order. The first part of the fight will probably go remarkably smoothly, but when Gabranth's HP drops to about one-half, he suddenly regenerates all of his HP and he launches a powerful new sword attack that will likely cause close to 1000 HP damage.

This is a very basic fight, similar to a number you've won in the course of this game already. Keep hitting him and healing your party. Make sure Raise (or better yet, Arise) is the gambit in each character's number one slot.



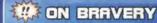
When Gabranth wields his sword mercilessly like this, get ready to heal.

Vayne Solidor

LVL		EXP		
50	76755	0	0	
Steni	N/A			

This fight is similar to the other Imperial Judge boss fights in the game (Ghis, Bergan, Gabranth). Vayne unleashes heavy single target attacks/combos that are certainly painful but easily survivable. Deploy your best Heavy Armor melee fighter with a shield and use Decoy on him to draw Vayne's attention, so your support characters can cast Dispel and heal the party.

As with all fights, Dispelling Bravery, Haste, and Protect is absolutely imperative. You can't afford to leave Bravery on



For the game's final stages (starting from about Giruvegan on, through the Pharos and into Bahamut plus all late-game side quests against optional bosses), perhaps nothing is as important as getting Bravery dispelled from foes right away. Even regular enemies like the Bunes in the Pharos can drop your characters in seconds with Bravery on. The same principle applies to Vayne and other bosses.

against monsters that hit for 1000-plus damage and then combo attack for 4-plus times a turn. Remove buffs, keep Protect, Shell, Haste, and Bubble up on everyone in your party. Conserve MP and consumable items if possible, as two insanely powerful bosses remain with no Save Crystal in sight.

Vayne Novas/Sephira

LVL	HP	EXP	LP
53	104210	0	0
Steal	N/A		

LVL	HP	EXP	LP
50	12121	0	0
Steal	N/A		

The second incarnation of Vayne is tough enough, but his sword minions flying around can be very troublesome. If you cast Berserk on one party member, that character and Gabranth will focus on the swords. Now you can focus your remaining party members on Vayne Novus.

Another option is to burn a massive Quickening chain or have everyone cast Scathe/Scourge to make the swords go away. Using up Mist Charges for a Quickening might sound like a bad idea with another big boss still left after this fight, but there's no reason to conserve anything at this point. You can throw Megalixirs and Elixirs and Hi-Ethers around like party favors, if the need arises. Vayne is still not excessively hard to beat with standard attacks in this fight, but he is more aggressive and has plenty of help.

The Undying

LVL	HP	EXP	LP
55	228299	0	0
Steal	N/A		

This fight is very difficult. At a minimum, your characters should be around level 40 but levels around 45 and above are recommended. Vayne, infused with the rogue Venat, can become immune to physical/magickal damage, while flying around the arena targeting anyone. Physical attackers can hit him, but that means getting in close and potentially leaving multiple people in the path of Megaflare, powerful area nukes, and The Undying's special attacks.

The Undying has no HP bar or any indication of his health, but at about 75 percent, 50 percent, and 25 percent he pops up different barriers that you need to wait out. Some of them block physical damage, while some prevent magickal damage. For the physical damage barrier, try to use Scathe or Flare over and over. For the magick barrier, you can just cast Bravery on your heavy hitter. Near 25 percent HP, Vayne is completely invulnerable and there's nothing you can do for what seems like a long time. It's best to just run away and heal.

This is the last fight, so don't be shy about using Quickenings, Megalixirs, and busting out Scathe/Holy Motes. Bring Rubber Suits, White Masks, and other status immunity accessories to swap in on the fly in reaction to The Undying's area nukes and status ailments. Keep plugging away, and keep an eye on your active characters' MP and HP levels, always ready to swap in a fresh ally if someone gets too depleted. When Vayne in his final incarnation as The Undying finally falls, you get a treat for the ages in the saga-ending event sequences.

de Events

As a member of Clan Centurio, you can take on hunts to earn extra experience, gil, and items. The hunts are a very important part of FINAL FANTASY XII. They're the keys to unlocking most of the side events throughout the game and even set the stage for finding certain optional bosses and Espers.

Finding a hunt is easy. Go to the local tayern. The Sandsea for instance, and check the Notice Board. New bills are posted all of the time from people in desperate need of a hunter's services. Agree to speak to the petitioner to add the hunt to the Clan Primer.

Finding the hunt is just the first step. You must then seek out the petitioner to learn more about the hunt and actually accept the job. Petitioners can be anywhere, but they're usually located in the major areas and are easy to find. There's even a map in the Clan Primer to help locate them. Agree to take the hunt upon meeting the petitioner and more information is shared. Please note that marks, the target of the hunt, won't appear until the hunt is officially accepted

Thus, there's no using the guide to cheat a bit and skip over the petitioner. The meeting with the client is critical.

Now it's time to hunt! The petitioner has likely provided the basic information to find the mark, but you'll find the real details in this guide. Petitioners are often a little vague, so expect the information in this section to be of extreme value. You can obtain additional clues by visiting Ma'kenroh in The Clan Hall. Meet all of the requirements to find the mark and defeat it.

It's time to claim the reward. Return to the petitioner to report the mark's defeat. The petitioner provides a reward and may even have an extra bit of information that leads to another event in the game, so pay attention!

That's all there is to it! There are 45 marks in the game. Normal hunts are found on the Notice Board. Montblanc (in The Clan Hall) hands out the elite marks, which are the real challenges. Keep checking the board and visiting Montblanc on a regular basis, as new hunts are added all the time.

Notice Board Hunts **W**



RED & ROTTEN IN THE DESERT

No.O1

ROGUE TOMATO (Deadly Nightshade)

RANK I M PETITIONER Tomaj (Rabanastre/Sandsea Tavem) Teleport Stone (Extra: Handful of Galbana Lilies)

WOLF IN THE WASTE



THEXTERA

PETITIONER Gatsly

(Rabanastre/The Sandsea)

No. 03 DALMASCA'S DESERT BLOOM



FLOWERING CACTOID

(Dalmasca Estersand/Outpost)

R = W 500 gil. Potion x10 (Extra: Cactus Flower)

NO. O4 WATERWAY HAUNTING



BANK [

PETITION IN Milha (Lowtown)

500 gil, Ether, Gauntlets

NO. O 5 MARAUDER IN THE MINES



NIDHOGG (Blue Basillsk)

BANK ITT (Bhujerba/Lhusu Square)
600 gil, Rose Corsage, Balaclava (Extra: Great Serpentskin)

NO. OG LOST IN THE PUDDING

NUT HE WOOM &

NEW YOU Y



WHITE MOUSSE (Mutant Flan)

RANK LIV Y YOU

PETITION Sorbet (Rabanastre/Westgate) REMARID 2800 gil. Yolchi Bow (Extra: Sluice Gate Key)

offwest come of the Garansy's. Will way if appears when the party enters the Inwered greaton the east sele.

While Molisse is a circle that was fourly and Waterja on a region basis. It can also blink the party with Flash Cast Bessell on it to prevent it from

it is compromised. Broken Key eth it the basile. Return it to Sorbet to exchange the key for the impossori Stuice Gate Key, which is used in

NO. O 7 FOR WHOM THE WYRM TOLLS



RANK III

PETA DE Balzac (Lowtown/ North Sprawl) REIN 200 gil. Moon Ring. Icebrand

andy to the light, since the Alling Wyrms powerful binary attacks actually heat the Esper Desuglithe Protect and Hase officets on the mask outsi

A SCREAM FROM THE SKY





WYVERN LORD (Greater Wyvern)

RANK III

PETITIONER Sherral (Rabanastre/Amal's Weaponry)

REMARD 1000 gil, Longbow, Shell

Lock for an imperial Soldier house the weapon store in Returnssier This is Scienzi. The politimer. A priviseful wivern has been spotter in the west edge of the Nam-Yerse Servisea. Visite to the north end of Simoon Shuft as locate the make, this is a thing creature, so input

TINGLING TOAST

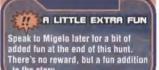


MARILITH

RAWK HISTY THE

PETITIONER Tavernmaster (Rabanastre/The Sandsea) 2200 gil, Serpent Eye, Teleport Stone x3 (Extra: Serpentwyne Must)

fry In Bill Land Slow this mark at the spart of the battle. That's pred sport all that is receded to make this Right east growing. Relate th Serpentwyne Must to the Taveronizater to complete the found



THE DEFENSE OF OZMONE PLAIN



ENKELADOS

RANK 111 10

PETITIONER Low-chief Sugumu (Jahara/Elderknoll) Amulet (Extra: Errmonea Leaf)

civelados in the Cumore Pajor Warnor Hisenau the brond grand has more him. He mays the aniveration delessor the communications. as the Multi Prave to the Sheet in the eastern a color of Ozmor Primary no the area of Wall Leave and return to find the mark it.

Franciscus peoples with Product and Shelt, so all it with a doubt processors regions in the control of inkelaums can and will have taken or digons

I'm mest drops as Errimonea Leaf Sozia to Low-child Sursum again alter perting the reward to incurve about the revisionous the axes that the leaf be derived to Essera in the Giza Village. an be found during The Day and gives the party two Remedies

A RING IN THE BAIN



CROAKADILE (Mutant Lizard)

BANK II'

PETETIONER Sadeen (Giza Plains - The Rains/Nomad Village) REWARIO 1200 pil, Serpent Rod. Teleport Stone (Extra: Ring of the Toad)

viers the kernegh vindage douring the existed and speem to the feet and standing in the colou. The mark is near the bright in Sadal Visid dusing five Basing The battle in straightforward, but near the end of the light the Crossadille uses Occurring Throat he double its used. This is an exportant time, or use five mapper or a Quickering

eski the part, to take the Ring of the Toad to a fady in the Romac Valage ober 10th Rains during The Dry The person you seek is Endu

No. 1 2 THE DEAD OUGHT SLEEP FOREVER





RANK II PETT TIC MISH High-chief Zayalu (Jahara/Elderknoll) REWARD 1300 gil, Ether, Soul Powder

See hat Espain in Jahana Espainum). The main, load in an arth spirit in the hence Millers Come Millers from the Obmana Phani shart cluse to the Phase 1. Shart and its southwast convert where the main is hindry, to make it apposes what is greatest weapon its Scot Afaive au the leader is recorded with a Power Armiel to black the status and trave pumily of Chrones Teas on load for everyone also it can also use Door

NO. 1 3 BEFOULMENT OF THE BEAST





FERAL RETRIEVER (Coeurl)

PETITIONER Hymms (Mt Bur-Omisace/Sand-strewn Pass) REWARD 1500 gil, Recurve Crossbow, Teleport Stone

RANK | | |

conviron without the Parameter Ref., near the Sectionies of Monani. If no a mass peoply allastic at its disconsident uses many of the off states attack have Esuria ready with protect at least one purity member from Steep with a Nashigh Belt. Alone that the Final Resident can cast Beautice which it

















A CHASE THROUGH THE WOODS

No. 14



VORPAL BUNNY (Mutant Hare)

HI (V TA) RANK

PETITIONER Nera (Eruyt

Village/Spiritwood)

2000 gil, Lightning

Arrows, Gillie Boots (Extra: Rabbit's Tail)

NO. 1 5 THE MINE FLAYER





PETITOCIONER Warrior Guromu

(Jahara/Lull of the Land)

REMARD 2200 gil, Carmagnole

No. 1 6 THE DESERTER'S REVENGE





BLOODWING

RANK

(Dalmasca Estersand/South Bank Village)

RE WA RED 2400 gil, Stun Bombs,

ADDING INSULT TO INJURY

No. 18



ROBLON

PETTTO NEW Morgen (Naibina

REWARD 3100 gil, Giant's Helmet, Mythril

of a Wild Dead Boxes from a lived

No. 1 9 RODEO TO THE DEATH





BRAEGH RANK

PETITIONER Va'Kansa (Mosphoran Highwaste/Babbling Vale)
1700 gil. Obelisk, Hi-Ether

No. 20 SHELLED OBSTRUCTION





(Titantoise)

RANK IV PETITI Homesick Man (Archades/Vint's Armaments) REWARD 3000 gil, Lead Bolts,

TROUBLE IN THE HILLS

No. 1 7



Diamond Shield



ATOMOS

PETOTO NE Burrogh (Nalbina Fortress/Jajim Bazaar)
REW RD 1800 gil, Gaia Rod.

GET MY STUFF BACK!





VYRAAL (Aevis)

BANK -

PETITIONER Viera Wayfarer (Balfonheim Port/The Whitecap)
3500 gil, Halberd, Crystal
Shield (Extra: Viera Rucksack, Oragon Scale)

Viera Rucksack - Dragon Scale

















OLD LEGENDS, DECAYING BONDS



LINDWYRM (Dragon)

RANK

PETITIONEE Fermon (Archades/Alley of Muted Sighs)

4200 gil, Barrel Coat,
Hi-Ether (Extra: Rusted Scrap of Armor)

remain reposses serveute or name experient in the format opinions serve only the myrmician mark in the Senten of Lifes Corcle. If any septiem will although a fill oby, worst object to seem to be entry or an intelligen-ins and the many one the follows Up independing on any or an one County Singon on this office on only or name of the common when

the mark ones Transfurz and a validity of seaso stracks. Com-hecomed to heat Stone in portunitie. Shat off all physical stracks and sen Shear at the part to town the biorost require debetor. Also, and along and Shorest in all forest there the entire party party party and Lindwyner to Steep that use nothing that require to affect, and thinking and Shoreship that the nothing that require to affect, and the thinking and Shoreship that the Theology of Steph technical works and the report form a communication of the Shoreship of the

THE THINGS WE DO.



OVERLORD (Headless)

(Archades/Bulward's Technicks)
REWARD 3500 gil, Hi-Ether x2, Teleport Stone

The bessure Step is looking to debat if powerful main list overlind. The map is in Soch in Case Palce indice to Debat Abandonina com. The publishing in it is party for this first, but dan't expect blint to be much help its entirely helf last timuon te

Di pel Bravilly Inant the Overlant at the start Cast Stew Eline a Dupe Braw y Inni the University of the stay an extending the Bother on the energy after the logger the surface states on costs used a pure full fire-based error attentional collect promoting, who may lead to the energy in the demonst Places of the discovery feature or could be stated. Its makes the state along the promotion to child and the logger than demonstration performance.

No. 24 THE CREATURE COLLECTOR



GOLIATH

BANK HILL WILLIAM

PETATOS HEM Barrong (Nalbina Fortress/West Ward) 3600 git. Save the Queen,

riss to sach y mach the Half of Sturnburing Mights G Latti La just account the colonia to two less

species amount of Boundarius to sucressed the matrix. Carefully draw that, but and a simulate fflort before challenging the make. Try to go to the engine actors of grown developed section in emits cased plants in account account of the plant and the cased Start and Excess eights line rand, not be stored from the Britain of section 2 to conserved Protect in other is observed in a difference Start and Excess eights line rand, his boss pully above with magical and you can't Sended in Police's grown being the poly for decomposability above, but it see page to bee Shell on the plants, for the playment above at the start then switch in Deriver, when the cases Skapuk Barrian dropp, it also not hard to protect the pain

No. 25 DEAD CITY WATCH





DEATHSCYTHE (Greater Undead)

RANK TO YI O VIII PETSTS NEW Popol (Nafbina

Fortress/Jajim Bazaar)
FREE WAR IS 2800 gil, Hi-Ether x2, Soul of Thamasa

Poor) easts a cure for cast trains, must down me mark in the Necond of Nations. Descript, in source the Chains of the register, but this mark is trickly it only illocks were chaincles and it will make mark membre to physical elabor. Diew it only whoseling sound with two Descripts in the HP Critical rule. He prepared in real them as soon as the boss appears. This light will difficual, assuming that you can be all characters who you use as had

VISITOR ON DECK



NEED YELL YOUR K



DEATHGAZE

(Rare Mulant Aevis

PETITIONES A Traveler (Aerodome) BEWARD 3400 gil, Elixir x2

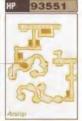
bey to get another to up the invalion of Dealingare. Apput to cess over and over again. Each time it seems than Dealingare in long closes in the lift offsets the incubio. Speaking to the bay mal to make a Configurations

of meet to go a sel Death own with a latticks, then it is up to the open dust. De linguage and the flight by proving up a physical near thy should. The mass skills to be Poisson Constant and HF and the use one of the five depending on which is as you a termal, it you have the spells Reverse and Bassaw available of any his time many almost instantly final, each Payerse on it we me chanacter while another stats gasting Reven on Deathque done on itself soon as the Reverse/Renew hits.

THE CHILD SNATCHER







LEVEL 46

DIABOLOS (Mutant Gargoyle)

PETITIONER Miclio (Bhujerba/ Miners' End) 2600 gll, Demon Shield,

Zeus Mace

Thusu Alines and defeat Distance. The mark is found in Site 1 he sommest comm. The party needs the **Site 11 Key** to react

last Slow on the enemy right away. The bass as it be word as abords fire mags 3, so keep our the magicks in the 3 Low-countses with Expose and Steam than spread out the party to avoid likeling for the in diamage from Pyron min at one time.

No. 28 THE BLACK SORCERER







(Mt Bur-Omisace/Temple Grounds) ARD 3800 gil, Dark Shot, Scattle Mote

Look for this mark in Grovegan's Giff of Fine Search the west lide for the enemy and prepare

Sow the dost limit or altry, foul can after blind it, fact the effect soft very use, of against line cases. The boss will constantly use status effects or temp Dispell and Equate ment in use at any nomeral, the good uses to produce the expander from Conflict by phylopologia Bowline Sectil Physical afters an very effective. Cast Bessery and Hisse or the man damage deplet and Mill him or her out the bass to stress

No. 29 A WILD STENCH





WILD MALBORO (Malboro) RANK

PETITIONES Rena (Eruyl Village/The Spiritwood)

WAR 4600 gil, Euclid's Sextant

fak or Pera in the Erryf Vinigs acoust à inclous Wird Aslacio that finoaena deer way of the The means in the reprocess Reducent Glade. While you find the mack, some lessen Malocros will most usely distributed in Eliminate them first and because of eny registre status ellevis (Rad Brazin o particularly moss). Have Escuenga ready to go at a moments notion and bring illiang interny of status-couring Netro. Try to use area-of-effect spells a















No.30 PAYING FOR THE PAST

CATOBLEPAS



(Behemoth)

PETSTICHER War-chief Supinelu (Jahara, Land of the Garif) 3200 gil, Volcano, Arctic Wind

No. 3 1 WYRM WRATH'S RENEWAL





FAFNIR

BANK All And

PETITICH EN leeha/Relj (Mt Bur-Omisace/Temple Approach) TWARD 7000 gil, Assassin's Arrows, Teleport Stone (Extra: Ring of Light)

THE CRY OF ITS POWER

N42874274074 &



PETOTS OF Pilika (Bhujerba/ Khus Skygrounds)
1200 gil, Hi-Potion x2, Heavy Coat

CRIME AND PUNISHMENT



PETITIONER Contrite Thief (Rabanastre/North Sprawl) Flame, Unpuntied Ether (Extra: Stolen Articles Blackened Fragment)

common and once the party a Blackened Fragment green 6 and of the fact that a Media of the control of the contr

WHO'S THE STRONGEST!?

No.32





PYLRASTER

(Greater Tyrant)

PETITIONER Rikken (Ballonbeim Port/Saccio Lane)

LITTLE LOVE ON THE BIG PLAINS

No.33





CLUCKATRICE

PETITION Dania (Giza

Plains)
REWARD 1000 gil, Jackboots, Rainbow Egg

MARKE DC I . U.S.

No.36 PARADISE RISEN

GIL SNAPPER





Rains/Crystal Glade)

FEATHER OF THE FLOCK

para Flori in a 15 mode 'Soggy Letter' The second the party to product them do not TO 10 yearst

No. 37 PARAMINA RUN



TRICKSTER

PETITIONER Gurdy (Mt Bur-Omisace/Sand-strewn Pass)















ANTLION INFESTATION



ETITIONEN Niray (Blaujerba/ The Staras Residence)
REWARD 4300 gil, Bubble Belt, Sirkle-Blade

scorpes the party with the Site 3 Key so they cap help has con-

Enter the most and Invertice 5th Z. Use the Stin 3 key on the Wrough Iron Sale to enter Stin 3 Piece shough the innees in Still Bivin the formation of the Anthonic Schrodold on Khall David has Utile a livest in the Anni to Writel some major cartiago to train. The Aminn will soon use Combibilize to level on a Killer Multis to large its cust and members its power! You can sowned the bettle if the Amini in a more one Killer Adertis, but this away last if it is a more than to a more than the contractive and it is a more than the contractive and the con iponale to a lim Mantie is contained

Call Samize and Slow in the many thin polining is guity strend to eliminate the mask considered in the size where it begins Dorft left camp in of the above, or it may encountin another Killer Marks and Carlimbator & Expendite Allian for use of the Allian for use Orabite When its HP gets law Expendite Allian for use Orabite when its HP gets law Expendite Allian for use Orabite when its HP gets law Expendite Allian for use Orabite when its HP gets law and the same

After the Latter Yellor contacts annothing serval or key, University, the key as concepted and we make the below Drur of the children monitoring that I well though be found an a children somewhere. The key in question to the Site 11 Key which come, into para later in the space Los king in on the Phon Coast near to a alten Howerban. It's the stiming 'Small Key' on the ground next

BELITO

BANK JAYNON ETITIONER Montblanc

Ogir Yensa Sandsea and Tie evil at the Central Junction the Zentruli Carvita F — through the cavitries to it. Nam-Yens

(Rabanastre/The Clan Hall)

REWARD 5100 gil, Megalixir

LEVEL 49

HP 115659

A DARK RUMOR

No.41

CARROT STALK



PETITIONER Zammadria (Nalbina Fortress/Aerodome)

REWARD 5200 gil, Stink Bombs,

The mark starts with Huste, Shell, Princer, Bellicot, Regen, Bravi

ha to a's Total Requiem altain can hit the entire puch will top. Protect everyone from this effect, in have a finallity using Changon Texas. These status attacks are the real chartengo. The cum over win man activity and take namely of a plent for a the bose's HP gets law. It uses G coming Times' to double a level. This is an excellent him to use a Quickening to injust off the poss. Saw is a safety against the bose, but Pulnit Breath clears a negative satuses from the pess sight time its cuted. Saw your M something else

NO.40 BATTLE ON THE BIG BRIDGE



III and Hate with a guid. Dispet His the besst with Seener and Studio colopie its attack. Focus on weing the Frieda guidly, so th

Keep Stow on Grigoriesh Introugling the bable. Use Decryand a should be keep too powerful would allow a order down in usable me rest of in-party attack from a safe diseasor. When he gest tow on HR Grigoriesh uses Pertect Defense, which makes him temporary, immune to physical and magnite durings. This elicit keep unif he performs in Mourann Swed attack hence. Pocus or Registry the party reality and was for the electrons in the desire of the him to mene phase statut used everyore—their him his bear. For his it of more phase, year or see a Policin X-Puller. 1000 pt. or 2008 gtt. During phase 4, you can steat the Genji Shield at the in place 5.00 gtt.

Congress of more of at the end of the last light, then enters a deep on a list we reves that your as it comes and the purty more the Site 11 Key (invasited at five Provided at Section 1) Section 1) the more than 1 the real and provided at five Provided at Section 1) Section 1 Key (invasite the Microsoft Section 1) Section 1) Section 1 Key (invasite the Microsoft Section 1) Section 1

The second lattle is much taughe. Except a extinctory moverful and the daughe assent of Environ and Gingeresh is latent. Do exerciting you as or eliminate Environ English away. Cast Dispels on at their his elimination in moverage of the professional and the professional and the best until it which Blind immediately. Focus all utilize party's attacks on the best until it whom

Of gamest goes through several flottes in this digital Use Expose to lawer his defense and Air him with Darkgo and Bio whill another character placks up close. Bewille of the bosss Lw. Steep Ev3 Displikal and Lw 4 Besia. These only affect characters with a twelf that can be ovided by 2. E., or 4. Don't Impet that you can steat the Geny Aeric (Geny Bellm and Geny Aerich) during phase 4 and 5 from Gilgamesh. If you success,

No. 42 TRUTH SHROUDED IN MIST

NED HOW YOU K



is many to couled in the Feynpool within the Edge of Reason. Gentling the creative to appear cases some work, Eviliar The Edge of Reason a microid the monthless there. This can be difficult due to the neavy Miss in the area man eards to thoe creatives from yow. Taved to the lice File Classistiff and continue for not the Fand of creatives. You must clear mud everything in both cones. If you stay in one area for too long, it but us was study reasonating. Was set back man the Edge of Reason when the cinemal, are gone and the Beneficial King, invalid be welling



than ig it in the a cophysical damage or magical solid gash the up in accidities area also consist yan in the party. when they improve to a spice weep Bubble on everyone of give his Shell and Product

Koppillinger vides the end at the tale arting with the Through coin stone shall never sin again, a naw shrow his by dayors, have shall find warmin in the wyrms station. Go to fample Approach in Mi Bus-Onissace and face for th your enough handed to claim the look that hides inside

FISHY DREAMS



PETETSONER Whitecap Wench

(Ballonheim Port/The Whitecap)

REWARD 3000 gil Sapping Bolts. Ragnarok

ing windbage, terkin in des nite party is the land order or sent in There English Assent in the III to go down in Schilder win can appeal in any all the mapped rooms in the Personana Windra, or Adyssau. The sest of way to that in is to pay attention to reemoundings. Wern bion is on the proxit, all of the other monster it the area disapper. The and a commain swam ing with consume

Aways around to light book not the drog rather than is one of the side point. Scient 4P is set in full when it appears on one of the rings, which makes the battle older his session.

The mank uses Seeging I locumity so binded the party from Sees erhoos. It can also cast Similice on the entire party. Have an Educ Hero granted preparent of quoting manure the ethod, It occasion, it is the use Thinding is separable Hibber Soci without to accord habit. Dispatch the roots at the list of the furth, then use otherwise what is to be the interval.









while the former the party cover and this lighting amognet the party of the trouble stables without Borgan Backarman Rived and Cliuk assault the party from all solver Backarman's the man theat surface the others list and several into last. By those men, si mili nome hur amis instructive severa severa militorio se, my militorio, ngalipin, filos facto, con com of the filos of a la filoso. Pri importanti si con filoso securitorio na a severa filosomi ancia in filosopi severali matalica. Malas in ole y sur mani fingli se na il Prizzect, Si militorio caste. Malas in oley on Balifornimanis si instrumento casti Diocomi co bus





No.44 GOD OR DEVIL?

LEVEL 67 HP 278078



Montblanc

(Rabanastre/The Clan Hall)

20000 gil, Megalixir x2

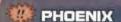
Monutano wares Valantes chambers i kouch crimina. The Powros Enter The Phanto and the title I be reach Subtraina. The first in on the Koroon Notes that will be reached that area, you may activate may Peopsials of Hopes in each from During by enables if it is not deeper

The second are wouldn't in this hair is large around each of this cancer may. The manns are produced at first, Practing State, Ords, and the produced in produced in the produced in the produced of the Back Ords by definiting the continue on the finishes have about an exact from State year the retrieve and coins Back Ords and year the retrieve and of the Back Ords are supported by the produced of the produced by the produced by

LEVEL	NE	NW	SE	SW	TOTAL
Penumbra	18	9	3	6	36
Umbra	15	9	15	118	57
Abyssal	15	21	27	112	75

The Magick Pot

The Martick Pot fee that appears in the basement of the Pharos can be tethni if the party accidentally attacks it white seaming the area. Give the Pot an Elistr (or Megalistr) to rander it tharmless, you can steel the Elistr back from it, though. If you attack the Martick Pot, it will become invulner able and start cesting very gownful weelts like first and cause late of physical damage.



There is an optional boss, Phoenix, on the north side of Penumbra. To reach the hall where it resides, use the northeast corner. It is necessary to kill Phoenix to move down to Umbra, though.

The Shalloweer before is union. The mark brownes company yoursines to damage and begind summon ingliften tree to hight by its son Absorption. The conventional state is a large of consecution of the state of the substantial property.

The first in a creation and Parotechnol of Style and France 10 kept and considering Press of edition you do so market on the way it Sharkweek All of the summared mounts are the same as the foot time you bound them. The second way is delived these receives as a considering to work the mount of the ways the light aren't too bod the nine to raise maguet and request without way for Process and appeals.

When the fluid summand or other is are price the shelfor or milling Statewases drop. Affacts with injusted, made, and use Quickenings as they occasion available. The book contributed the page, MP with Peru in these are responsible for the Statewases's delense forcesses granulately at the end of 1970 from third in all mades. The mag be award to accommiss to thought between of the Sea effort.

FAREWELL TO A LEGEND



(???)

Montblanc
(Rabanastre/The Clan Hall)

Badge

The character mak. Yearns, on the Rabsente Carbands Entractum. The individual proposed that takes a long time in complete, as the make to 20 miles in PP Carban their plant has for many house. Palkanany there in one-condens of individual the party case of the point and as we also present crystal in finding of the Party Party and the Entraction.

When on garrieds for this light if have your main high inscuss entirely on articularly Equit internet with the Masaman. It does also accessing Security Serial Productions in as much accessing the should be noted that Rease, and Serial your order in the competitive product of the serial se

As your as the fight of its, if some incurred Orns the inclusion and injuries in the plant. There are several larges to find find and as the diplication was Yearness affect processor with course of the first hard of the first land of the first search. What is a server of the server of the first hard polyclical statics will all of the server of the first server of

As figurated pass diversifier of pass of the later proof has a more and pulls, and the well start song a very mark to with the Street As the remeting and in 1998 of the start of the sta

The father exists anyther line were the forms the great new in the least on the cars, in sec. Beauting Throm is on use the exist a morphing (166) which were a sect plength, or its allow. The strategy of a change a man point if may not being reposition on a your levels and explained, and you may have thin or and or of the memorphise to decer lead in the provincies of the fight strate in line shall not be strategy and the fight strate in a finite shall not be strategy as the first strategy and in the strategy and the strategy and the strategy and the strategy and the strategy as the first strategy and the strateg

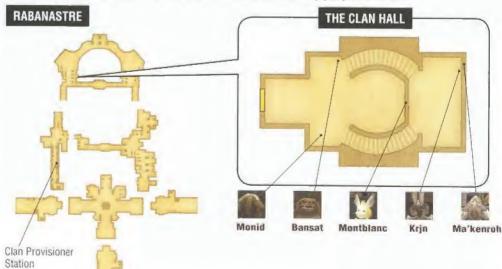
that visit begind drawn ray. Yearnal will sall you as the arroying detact from users of Whom I had 4.5 time remaining, be will call Refined by your party many the bases in the vill god much closed business of the process of the pro

Clan Centurio 2





Vaan has the chance to join a secretive club known as Clan Centurio. Their base, The Clan Hall, is located on the west side of Rabanastre's North End. Take a moment to visit once the party has received an introduction early in the game. The leader of this group is Montblanc. This high-class moogle provides rewards to outstanding members of the clan and also shares information on elite marks. Visit him often to see what's really going on in Ivalice.



Being a member of Clan Centurio has its benefits. Vaan can also take on elite marks that only Montblanc knows about. These hunts provide valuable experience, loot, and are often keys to unlocking other events within the game. To fully explore FINAL FANTASY XII, you should try to complete every one of the hunts

Members of Clan Centurio receive a rank. You can view your current rank at any time by accessing the Clan Primer. Ranks are based on points earned and hunts completed. You receive points for every defeated monster, completed hunt, and every esper that you acquired. Each new rank comes with its rewards. Montblanc always has a nice gift waiting and the Clan Provisioner's stock in the Muthru Bazaar may change.



CLAN CENTURIO RANKS

RANK	MARKS	POINTS	REWARD
Moppet	0	0	Potion x3
Hedge Knight	2	700	Warp Mote x2, Teleport Stone x2
Rear Guard	4	8000	Remedy x3, Teleport Stone x2
Vanguard	8	20000	HI-Potions x3, Teleport Stone x2
Headhunter	10	30000	Ether x2, Teleport Stone x2
Ward of Justice	12	40000	X-Potion x2, Teleport Stone x2
Brave Companion	14	100000	Hi-Ether x2. Teleport Stone x3
Riskbroaker	16	200000	Elixir x2, Teleport Stone x3
Paragon of Justice	24	250000	High Arcana, Teleport Stones x3
High Guardian	28	300000	Empyreal Soul, Teleport Stone x3
Knight of the Round	32	500000	Megalixir x2, Teleport Stone x3
*Order of Ambrosia	45	1000000	Centurio Haro's Badge, Teleport Stone x3
*The requirements for acquire every title in th			complete all hunts, attain 1 million clan points, and

In addition to the bonuses Montblanc provides for new ranks, he also has rewards from third parties when the party achieves certain tasks. The achievements are focused on defeating bosses or obtaining Espers. Here is a list of the specific achievements and rewards.

MONTBLANC'S EVENT-BASED REWARDS

ACHIEVEMENT	REWARD
Defeat Flans	150 gil
Deleat Firemane	200 gil
Defeat Mimic Queen	300 gli
Defeat Demon Wall	600 gli & Warp Mole
Defeat 2nd Demon Wall	1200 gil & Electrum
Defeat Earth Tyrant	1200 gil
Defeat King Bomb	1300 gil & Mallet
Defeat Ahriman	1600 gii
Defeat Mandragoras	1600 gil
Defeat Rafflesia	1800 gii
Defeat Daedalus	1900 gil

ACHIEVEMENT	REWARD
Defeat Tyrant	1900 gil
Defeat Hydro	2000 gil
Defeat Humbaba Mistant	2100 Gil
Defeat Fury	2100 gil & Bacchus's Wine
Defeat Hell Wyrm	50000 gil
Control One Esper	Arcana x2 & Teleport Stone x2
Control Four Espers	High Arcana & Teleport Stone x2
Control Eight Espers	Gemsteel & Teleport Stone x2
Control Thirteen Espers	Serpentarius & Teleport Stone x2

Patient in the Desert



WHEN IT'S AVAILABLE

This event is available after the close of the new Consul inauguration Ceremony. You can't complete it, though, until after you receive the Dawn Shard



Complete the Dalmasca's Desert Bloom hunt (page ???) to begin this event. Speak to Dantro again after acquiring the hunt reward and he asks the party to take a Cactus Flower to his wife in the village to the north (Dalmasca Estersand/ South Bank Village).



Dantro's Wife rewards the party with a Bundle of Needles for bringing her the Cactus Flower. Exit and re-enter the village and speak to her again. She asks for Semclam Shells, which are found along the banks of the river. Search the beach in the village for Mysterious Glints, which are actually Semctam Shells. There are two of them on the shore inside the South Bank Village, and another three are on the shore in the Banks of the Nebra area. You can move along the event with only one of them, but the more you collect, the better the reward at the end of the event. Return the shells to Dantro's Wife.

She then asks for Nebralim, which Dantro should have. Hike back to Dantro's village to the south (Outpost). Speak to Dantro, then check the supplies scattered around to find two Small Phials that contain Nebralim, Return the items to Dantro's Wife

Something else is needed for the poison in the patient's system. The party must find Valeblossom Dew, which is only found along the cliffs in the Broken Sands area. Note that you must complete this part later in the game (during The Rains) when the ferry is operational. (See the "Ferryman Missing" side quest on page ???.)



Upon gaining access to the northern area, search the Broken Sands section for flowering plants in the ravine. The party can extract a Drop of Valebiossom Dew from each of the three trees. Getting into Broken Sands isn't easy, as the area is full of Level 25 Worgen foes and a Wild Saurian blocks the path to Broken Sands from The Yoma.

Return the three Drops of Valeblossom Dew to Dantro's Wife in South Bank Village. Next on the list is a Great Serpentskin, which is a reward from the "Marauder in the Mines" hunt (see page ???). Complete the hunt and give the skin to Dantro's Wife. The traveler then needs rest.

Later in the game, return to the village and speak to Dantro's Wife. She indicates that the patient is fully recovered, so speak to the Recovering Traveler behind the house. It turns out the person is a treasure hunter who has found a great treasure in Barheim Passage. The treasure hunter gives the party the Barheim Key and mentions an entrance to Barheim in the Estersand. In addition, the treasure hunter hands the party a reward (Balance Mote, Magick Gloves, or Golden Amulet) depending on how many items Dantro's Wife received from the player.



The secret entrance is located at the Murmuring Defile in the Dalmasca Estersand, The Bandit Chief, formerly the recovering patient, is waiting there. The bandit chief mentions the treasure is past Terminus No. 7. Use the Barheim Key to unlock the Weather-beaten Door near them. The passage leads to the Esper Zalera (see page ???).

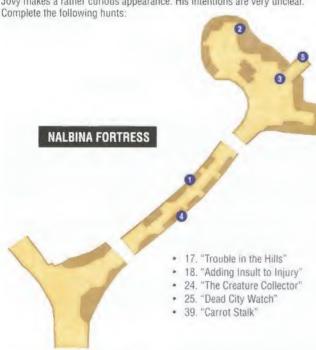
Jovy the Hero



WHEN IT'S AVAILABLE

This event is available after the Consul Inauguration Ceremony, but you can't complete it until after you visit Drakfor Laboratory.

The petitioners for five hunts are on the streets of Nalbina. Whenever the party reports back to the petitioner after one of these hunts, a seeq named Jovy makes a rather curious appearance. His intentions are very unclear.





After completing these hunts, track down Jovy in Nalbina Town's West Ward. He's always on the move, which can make it a little difficult to find him. Speak to him to learn about his new hero and to receive an Elixir and a Knot of Rust.

Ktjn's Road to Improvement

This event will take place after the party returns to Rabanastre from Barheim Passage.

Ktin the Viera is sitting mid-way on the stairway leading to the northern part of the city, in the Bazaar area. She will start asking questions as soon as the party talks to her. Note that there is a parameter set involved in this conversation. Her questions are given once per scenario block. If the party fails to answer every question after receiving the Treaty-Blade, she will ask the next question every 15 minutes. The questions and parameter points follow:





QUESTION 1

Is the city not wonderful? I still lose my way on occasion, but I have come to know some of her walks and alleyways.

But the land, I cannot hear it... Should this not trouble me as a viera?

A: Yes, you should be ashamed. (+1)

A: No, don't be silly. (-1)

QUESTION 2

I knew my choice would bring hardship, yet ...

A: You should've thought it through. (+1)

A: Things will get better. (-1)

QUESTION 3

All this time my sister has been making her way through the world, while I lived in the sheltered peace of the Wood.

I would be as she is. Do you think it possible?

A: Sure, if you put your mind to it. (-1)

A: I don't know your sister. (0)

A: It'll never happen. (+1)

QUESTION 4

Perhaps it would be best if I. too, became a warrior like my sister.

What do you think?

A: I think it's a good idea. (+1)

A: I am not sure. (-1)

After the fourth question, she thanks the party and leaves.

KTJN'S PATH

- +4 => Training at the bottom of the stairs of the clan headquarters. (Reward: Platinum Sword)
- 2. +3 => Doorkeeper in front of the Clan headquarter. (Reward: Paramina Crossbow)
- 3. -4 => Shopkeeper in Migelo's shop. (Reward: Firefly)
- 4. -3 => Barker for Migelo's shop. (Reward; Fuzzy Miter)
- -2 to +2 => Roaming about Rabanastre. (Reward: Ether, Hi-Potion x3)
 A. Northern part of the city, opposite of the Gambit shop.
 - B. Bazaar, sitting
 - C. Northern part of the city, outward exit from the bazaar.
 - D. Airship terminal, chatting with the bangaas

Ktjn randomly appears in these locations and will remain in the same area while the party stays in Rabanastre. When the party exits Rabanastre, Ktjn will appear in either of the four locations. Loading your game will refresh Ktjn's location. Ktjn will give the party a reward according to the path.

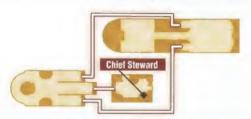
The Seven Sisters



WHEN IT'S AVAILABLE

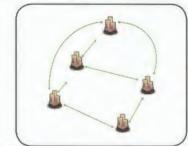
This event is available after escaping Barheim Passage and returning to Rabanastre. You can't complete it until after you visit **Drakler Laboratory**

Speak to the Chief Steward while traveling between cities by way of the Leisure Craft. Ann and Rande are deep in conversation when Vaan interrupts. Ask about Rande when prompted. A conversation begins that leads to a challenge. Rande proposes that Ann and her sisters collect flowers for mother's name day and she wants Vaan to inform the other sisters of the conditions. He then promises to leave her and her sisters alone if Vaan can deliver the message to all of her sisters. There are seven ships and seven sisters split between them. The chief steward gives Vaan Ann's Letter.



To complete this quest, you must book flights choosing the leisure craft option. Each sister is on a different route. The order doesn't matter, since the next sister in line always appears on the new route as long as Vaan hasn't already delivered a letter on that route. Deliver all of the messages to the sisters to receive a Ring of Renewal. The seven flight paths are:

- 1. Bhuierba to Balfonheim
- 2. Bhujerba to Rabanastre
- Balfonheim to Archades
- Balfonheim to Nalbina
- 5. Archades to Nalhina
- Archades to Rabanastre
- Nalbina to Rabanastre



Pilika's Errand

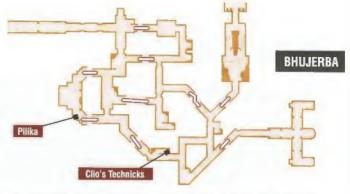


WHEN IT'S AVAILABLE

This event is available after the party gets attacked by Ba'Gamnan in the Lhusu Mines.



Complete "The Cry of its Power" hunt for Pilika in Bhujerba's Khus Skygrounds, then talk to her again after getting the reward. It seems that she has forgotten her diary on the second floor of Clio's Technicks (south end of the city). She then gives the party a Merchant's Armband, which must be worn to enter the shop's second floor.



Enter the shop and search the raised floor on the left to find Pilika's Diary in the large bookcase on the wall. You may then opt to read the diary. Reading the diary reveals a second pet that is loose in the store. Return the diary to Pilika and she asks if you read it or not. Choosing the "Read it" option causes Pilika to reward the party with a Kilimweave Shirt. If the player answers "I've done nothing" after reading the diary, Pilika rewards the party with a Shepherd's Bolero. Whether or not the player has read the diary has no bearing on the outcome.

Making Sunstones **W**



WHEN IT'S AVAILABLE

This event is available after escaping from Leviathan. You can complete this task an infinite number of times until the end of the



Masyua needs help making Sunstones in Giza Plains' Nomad Village. Visit her and inquire about the stones to receive a Shadestone.





Check the map of Giza Plains. Exclamation points indicate the locations of Dark Crystals that have enough energy to be harvested. Find them and hold the Shadestone up to the Dark Crystals to fill it with energy. Keep visiting Dark Crystals until the Shadestone transforms into a Sunstone. Return the completed Sunstone to Masyua for a reward. High grade Sunstones are worth 200 gil. two Potions, and a Holy Stone.

Hidden Espers **

There are 13 Espers scattered throughout FINAL FANTASY XII. You can find five of them in the main storyline, but it takes a little extra work to find the other eight Espers.

ESPER CALENDAR













Return to Mt Bur-Omisace and speak to the Acolyte at the base of the stairs leading into the Hall of the Light. He instructs the party to seek out a "greater power" in the Stilishrine of Miriam using the Stone of the Condemner that he presents to them.

Enter the Stilshrine of Miriam and activate the Way Stone at the south end of Ward of Measure. Use the Stone of the Condemner at that point to travel to the Throne of Velled Gods where Zeromus awaits.

LEVEL 51 EXP 0 STEAL Cancer Gern, Elixir, High Arcana

All magicks are disabled in this battle, so the party must rely on physical attacks, healing items, and technicks. Change all healing gambits so they use items such as Phoenix Downs. In fact, it's best to equip Pheasant Netsukes and use Phoenix Downs to restore fallen allies rather than using potions. With the augments increasing the effectiveness of Phoenix Downs and the accessory, a party member can fully restore a downed ally, which is far more efficient.

The boss begins with Reflect (nullifying motes), Protect, and Shell. You cannot dispel these effects, so they will be active for the entire battle. The boss is also joined by Dark Lords, which makes things more difficult.

Bring in a melee party, since magick is disabled and use heavy armor and weapons. Shields are a huge help, too. Keep the Dark Lords in check throughout the entire battle, as they can become a nuisance if you ignore them. In fact, make them the priority and only light Zeromus when the area is clear. Use a Quickening to help level the Dark Lords initially, then use It again whenever the need arises. Keep fighting them to rapidly build a combo. They will eventually drop bonuses, which can restore the party's HP and MP. This is a great way to keep everyone healthy and build more MP for more Quickenings.



EXODUS. THE JUDGE-SAL

Visit the Mosphoran Highwaste and stop at the Babbling Vale. There are two important conversations here. The first one takes place with the Learned Man who explains what has happened to the shrines. The second conversation is with the Caravaner south of the shop, which reveals a hidden path and a wild chocobo in the area.

Begin by touching the Shrine of the South Wind (Babbling Vale/South) to raise the first set of floatweed. Proceed northeast to the Rays of Ashen Light and look for the Wayward Chocobo at the north end. Feed it a Gysahl Green and travel south to Empyrean Way. Look for a floatweed path to the right of the entrance (marked on the area map). Continue all the way to the end and pass through the grassy chocobo area to Skyreach Ridge. Continue toward the west ridge of the Babbling Vale and touch the Shrine of the West Wind. Knock over the Weathered Rock next to the shrine to return to the camp. Revisit the Shrine of the Northwest Wind, next to the Learned Man, and touch it.

LEVEL 46 EXP 0 STEAL Libra Gem, Elixir, High Arcana

This boss uses Reflect quite often, so beware of casting magick against it. Always make sure you dispel Reflect before attempting any sort of magick attack, or use Opal Rings to cast through the Reflect. This Esper can also cast two very powerful spells: Flare and Scathe. Keep the party separated and Decoy the leader to ensure these spells cause as little damage as possible. Another option to use in this situation is Shell. Note also that Exodus can randomly inflict Stop by using his regular physical attacks.

Items are locked in this fight, but that shouldn't be a problem. Focus on physical damage and technicks like Souleater and 1000 Needles. Use Expose to lower the boss's defense throughout the fight, so physical attacks and technicks inflict as much damage as possible. Near the end of the battle, the boss creates a Paling that makes if immune to physical attacks. This is when Dispel and Darka come into play. Keep a close eye on Exodus and make sure Reflect is dispelled, then bombard it with Darka to finish it off. Otherwise, wait for the Paling to fade and finish it off with a volley of physical attacks.





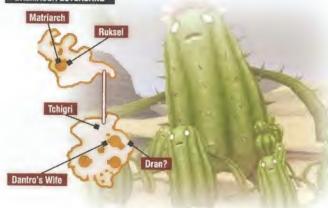


way with physical attacks for the thin to one-tourth of its lotal side boss' health starts creeping closer to one-tourth of its lotal sections. This is also your leasent weapons. This is also your ement weapons with non-elemental weapons. This is also your queen to start a Quickening. You can end the light here with a large Quickening chain and save yourself me grief with what's coming after Shift. If the Quickening doesn't finish Zodiark off or if you miss your window, it uses a Paling and a Magick Shield, This means that it will en be completely invulnerable. White the Magick Shield goes down for extended periods, the Paling only ever goes down for a second or less. After this point, physical acks against Zodiark are not an option and it has only one randomly changing elemental weakness. What to do? Time to put Scathe and the other non-elemental spells to ad use. Although Plare also works, avoid using it due to its significant recovery time. One thing you need to be extremely careful about its Reflect. Disput it off of Zodiark seconds in the Magick Shield is up while it has the Reflect status, all back and heat up while you wait it out. You don't want your own Scathe wiging out your the content of the property of

s the bass's HP gets lower, Zodiark's attacks grow faster and more powerful. It also casts Darkja much more often. The light really gets dangerous when the boss's HP is most gone. Take it slow and steady and he will go down eventually.

Cactaur Family 2

DALMASCA ESTERSAND



WHEN IT'S AVAILABLE

This event is available after receiving the Dawn Shard.

You can start this event after completing the Dalmasca's Desert Bloom hunt and delivering the Cactus Flower to Dantro's Wife in South Bank Village (Dalmasca Estersand). Tchigri in South Bank Village says his dad, the ferry's pilot, is missing. The Village Elder requests that Vaan go with the boy to the North Bank Village to ensure his safety.

Speak to Ruksel at the North Bank Village to make a new Flowering Cactoid appear. The cactoid's eldest son, Dran, is missing. The party automatically returns to the South Bank.

Speak to Dantro's Wife about the Cactus Flower, then check behind her hut to find a flower in the ground marked "Dran?" and inspect it. Return Dran to the Matriarch by speaking with Tchigri.

Dantro gives the party **1000 gil** and some **Wyrmfire Shot**. The ferry is also in running order now, so the party can cross the river at any time.

Bhujerban Madhu ***



WHEN IT'S AVAILABLE

This event is available after receiving the Dawn Shard.

A famous liquor known as **Bhujerban Madhu** is in short supply. Fans of the popular drink are willing to pay handsomely for a bottle (1000 gil). There are 14 bottles of Bhujerban Madhu hidden throughout the city; one bottle is concealed in every section of the city. There is also a willing buyer somewhere in the same area where a bottle is located. You can sell the bottles to any of the buyers in any order. You can also sell any number of bottles to the same buyer. Here's a list of the bottles and buyers in each section of the city.



BHUJERBAN AERODOME



Found on a stack of higgage at one end of



Bhujerban man sifting on the talf next to an Imperial across from the luggage.





Inside the cabinel next to the counter.



The elderly Shop Clerk standing by the counter.

A TARGE'S ARMS



Check between the weapon Lady on the lower level cases on the upper level talking to a sitting man.

MAIT'S MAGICKS



Sitting amongst the bottles and vases in the raised portion of the shop.



standing next to the table where the bottle is tound





Found on the street next to - Streetban leagued on a Street Kid and young man, the wall across from on the southeast end



Mait's Magicks

(B) KHUS SKYGROUNDS



On the box with a monaile next to the Street Vendor



Woman leaning on the outside wall across from the Street Vendor

O CLIO'S TECHNICKS



Inside a box between the counter and the



Shop Clerk standing in the middle of the

BASHKETI'S GAMBITS



upper level



the upper level

MINER'S END



Resting on the crates next to Bashkeli's



southeast end of the area talking to a mogle

THE CLOUDBORNE



Sitting on the edge of the Jable closest to the har



Magu who is silting hatwood the tauren's exits

THE STARAS RESIDENCE



Hidden between the dressers to the right of the entrance.



Niray who is standing in the middle of the home Note that you cannot self the Bhujerban Madhu to Nicay until you have completed the Anthon

CLOUDBORNE ROW



On the stacked boxes in the alley below the Staras Residence.



Cloudborne Patron across the street from

(B) KAFF TERRACE



Next to the blue Seea



LHUSU SQUARE





Earth Tyrant Extermination



TREASURE TABLE			Normal			w/Diamond Armlet Equip.			
Nø.	Арр.%	gii %	If gil	50%	50%	gii	90%	10%	
1	65%	30%	-110	Potion	Onion Arrow	-1000	Knot of Rust	Hi-Ether	
2	65%	30%	-120	Potion	Water Mote	-1000	Knot of Aust	Hi-Either	
3	65%	50%	~130	Potion	Potion	-1000	Knot of Aust	Hi-Ether	
4	50%	100%	10	477	-	50			
5	65%	30%	~150	Potion	Onion Arrow	-1000	Knot of Rust	Hi-Ether	
6	65%	30%	-160	Potion	Phoenix Down	-1000	Knot of Rust	Balance Mote	
7	70%	30%	-70	Potion	Remedy	-500	Knot of Rust	Hi-Ether	
8	70%	30%	-70	Hi-Patron	HI-Pation	-500	Knot of Rust	HI-Ether	
9	70%	30%	-70	Policin	Hoty Mote	-5D0	Knot of Rust	Hastega Mote	
10	70%	30%	-70	Potien	Ether	-500	Knot of Aust	Hi-Ether	
11	70%	30%	-70	Potion	Remedy	-500	Knot of Rust	Hi-Ether	
12	70%	30%	-70	Hi-Potion	Onion Shot	-500	Knot of Rust	Hj-Ether	
13	70%	30%	-70	HI-Potion	HI-Potion	-500	Knot of Rust	Elixir	
14	70%	25%	-600	Remedy	Onion Bolts	-2000	Knot of Rust	Hastega Mote	
15	50%	35%	-400	Potion	Hastega Mote	-1600	Knot of Rust	Elbar	
16	65%	35%	-80	Hi-Petron	Hi-Potion	-500	Knot of Rust	Hr-Ether	
17	65%	35%	_80	Poline	Ethur	_600	Knot of Bust	Hi-Elher	

	w/Diamond Armlet Equip.			TRE	TREASURE TABLE			Normal			w/Diamond Armlet Equip.		
١	gif	90%	10%	No.	App.%	gil %	II gil	50%	50%	gil	90%	10%	
	-1000	Knot of Rust	HI-Ether	18	65%	35%	-60	Potlan	Remedy	-500	Knot of Rust	Hi-Ethar	
	-1000	Knot of Rust	Hi-Elfter	19	65%	35%	-80	Hi-Potion	Phoenix Down	~500	Knot of Rust	Hi-Ether	
	-1000	Knot of Aust	Hi-Ether	20	65%	35%	-80	Potian	Remedy	-500	Knot of Rest	Hi-Ether	
	50			21	70%	30%	~100	Hi-Potion	Ether	-500	Knot of Rust	Elixiri	
	-1000	Knot of Rust	Hi-Ether	22	68%	30%	-90	Hi-Potion	Hi-Potion	-500	Knot of Rust	Hi-Ether	
1	-1000	Knot of Rust	Balance Mote	23	68%	30%	-90	Hi-Potion	Hi-Potion	-500	Knot of Rust	Elixir	
I	-500	Knot of Rust	Hi-Ether	24	68%	30%	-90	Potion	Remedy	-500	Knot of Rust	Hr-Ether	
	-500	Knot of Rust	HI-Ether	. 25	68%	30%	-90	Potion	Ether	-500	Knot of Rust	Hi-Ether	
_	-5D0	Knot of Rust	Hastega Mote	26	68%	30%	-90	Potion	Remedy	-500	Knot of Rust	Hi-Ether	
Т	-500	Knot of Aust	Hi-Ether	27	68%	30%	-90	Hi-Potion	Proposis Down	-500	Knot of Rust	HI-Eihar	
	-500	Knot of Aust	Hi-Ether	28	68%	30%	-350	Pation	Remedy	-2000	Knot of Rust	Elixia	
	-500	Knot of Rust	Hi-Ether	29	68%	30%	-90	Hr-Potlan	Phoenix Down	-2000	Knot of Rust	Elikir	
	~500	Knot of Rust	Elixir	30	65%	30%	-100	Potron	Balance Mote	-1000	Knot of Rust	Holy Mate	
	-2000	Knot of Rust	Hastega Mote	31	65%	30%	-100	Potion	Onlon Shot	-1000	Kent of Rust	Holy Met	
	-1600	Knot of Rust	Ellocir	32	65%	30%	-120	Potion	Ether	-1000	Knot of Rust	Holy Moto	
	-500	Knot of Rust	Hi-Ether	33	65%	30%	-200	Potion	Potion	~1000	Knot of Rust	Hi-Ether	
	-500	Knot of Rust	Hi-Elher	34	65%	30%	-100	Potron	Echo Herbs	-1000	Knot of Rust	X-Potion	

WHEN IT'S AVAILABLE

This event is available after receiving the Dawn Shard,

Find a creature named Rimzat at Rabanastre's Westgate. He was sent from Archadia to study the sandstorms of the Dalmasca Westersand, but the storms' violence makes such study impossible. He requests that the party gather information within Rabanastre on his behalf.

Check the Southern Plaza for a man named Cotze, who is sitting atop the fountain. Speak to him to learn about a man named Northon near Storehouse 5 in Lowtown



Locate Northon in the North Sprawl of Lowtown. He claims that you need a Windvane to get through the storms. The Windvane that Northon and Cotze once used was split into two pieces; Northon's half is in a dead-end section of the Westersand with Giant Dynast Cactuses.

The Dynast-Cactoids are found in the secluded section of the Windtrace Dunes, which is accessible from

LP 21

Shimmering Horizons. Inspect the Dynast-Cactoids in the area to find the Wind Globe

Return to the West Gate and speak to Northon, Cotze and Rimzat. They mention a strange egg in the desert and give the party a completed Windvane. Travel to the Wyrm's Nest in Dalmasca Westersand to face the Earth Tyrant.

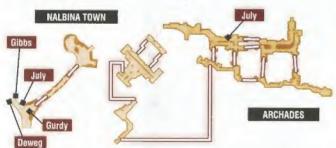
EARTH TYRANT

70982 EXP 0 Hi Potion, Tyrant Hide, Tyrant Bond



Make sure the party leader has Decoy and a shield equipped to block most of the Earth Tyrant's attacks. Try to keep the other characters back to avoid the boss's area attacks. Immediately hit the boss with Slow to give the party an advantage. A slow physical assault works very well in this fight. The boss's defense increases as it nears defeat, so a little magick can help finish the battle.

July the Streetear





WHEN IT'S AVAILABLE

This event is available after receiving the Dawn Shard. You must complete the first half of the event, the portion in Nalbina, before the story moves to the Mosphoran Highwaste. You cannot complete the event until the party visits Archades



Two imperials stand guard in Nalbina Town at West Barbican. blocking access to the Mosphoran Highwaste. A woman, July, spies on them from nearby. Approach the imperials to discover Gibbs doesn't like chocobos.

Cross the area and rent a chocobo from Gurdy for 800 all. Ride the chocobo over to Gibbs and Deweg. July thanks the party for their

intervention and asks them to visit her in Archades later.

Visit Charlotte's Magickery in the Molberry district of Archades when the area opens up. July then presents the party with a Salamand Halcyon for their assistance earlier.

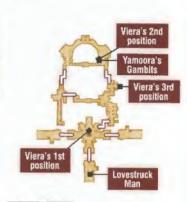
Viera Rendezvous 🎾



This event is available after speaking with the Garif Elder.

A Viera at Rabanastre's Southquie. near the chocobo stable, is seeking her soul mate. Talk to her and she walks off into the city.

Follow her into the Southern Plaza and look for a Lovestruck Man at the fountain. Speak to him and he mentions seeing the Viera, who was headed to Fast End



RABANASTRE

Actually, she has wandered over to Yamoora's Gambits in North End. Find her there (Wandering Viera) and speak with her again. She mentions getting a drink and leaves the shop.

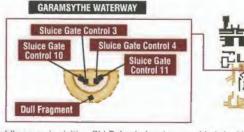


Travel back to The Sandsea in East End and look for her on the second floor. Speak to her again and she asks if you might know of someone who feels strongly for her.

Return to the Southern Plaza and speak to the Lovestruck Man again. Agree to help him, return to The Sandsea, and tell the Viera about the man's feelings

Run back to the Southern Plaza once more and look for the duo near the fountain. Speak with them to receive a Loxley Bow and two Hi-Potions.

Nabreus's Medal



Roh'kenmou is visiting Old Dalan in Lowtown and he's looking for a medallion that was split into four parts. Old Dalan has one, which he automatically returns to the man. The second part was given to another person, while the third and fourth parts were hidden.



WHEN IT'S AVAILABLE

This event is available after you defeat Judge Bergan. You can complete it after visiting Archades.

THE DULL FRAGMENT

The man who had the object and split it in four parts used to live in the North Sprawl, but the house is vacant now. Go to the North Sprawl and enter the Private Residence where Deeg was hiding (Deeg from the Waterway Haunting hunt) and speak to him. Note that you actually need to complete the Waterway Haunting hunt before you can speak to him. He mentions a letter on the table from the previous owner. Read the Dusty Letter to learn that a valuable item was split into four pieces and hidden. The location of the first piece is mentioned in the note: "Stop the water's flow, then lose it once more. East Southeast East Southwest Southeast I pray that it rest there undisturbed."



Talk to Deeg again. He mentions the letter sounds like it's talking about the waterway gates, but they require a key. He remembers a moogle running around talking about a key. The moogle in question is Sorbet (petitioner for the Lost in the Pudding hunt), who is at the Westqate. Take her hunt and defeat the beast to recover the key.

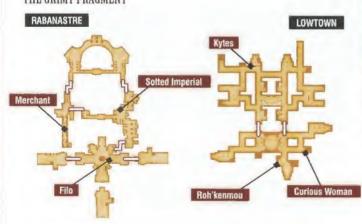
Go to the Central Waterway Control

area in Garamsythe Waterway. Open all of the gates so that the lights are off. Begin by closing gates #11 and #4, then open gate #11 and shut gate #3. Next, open gate #4, then walk around to #3 gate and look on the ground to find a "Shiny Object" that is the Dull Fragment.

THE BLACKENED FRAGMENT

The third piece is a reward for successfully completing the Crime and Punishment hunt. Speak to Montblanc to obtain the hunt and complete it to acquire the Blackened Fragment from Samal.

THE GRIMY FRAGMENT



Travel to the Muted Scarp in the Nabreus Deadlands and speak to Ma'kleou about who he is and why he's there. Return to Rabanastre and Lowtown and speak to Roh'kenmou in Old Dalan's Place (this step may be skipped if you have already spoken to Roh'kenmou). Find Filo in the southeast corner of



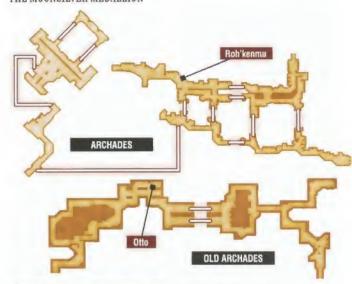
Lowtown's South Sprawl and speak to her. She mentions the city streets are the only place they haven't checked up to this point.

Go to Rabanastre's Southern Plaza and speak to the Curious Woman at the fountain. Head to the Muthru Bazaar and speak to the two "Merchants. One of the merchants mentions selling a necklace to an Imperial.



Cross the city to the East End and visit Yugri's Magicks. Speak to the Sotted Imperial near the door and tell him about the woman at the fountain. She isn't there, so go to Lowtown's North Sprawl and find Kytes near Warehouse #5. Locate Filo at the southeast corner of the South Sprawl and ask to see the woman. Return to Yugri's Magicks and speak with the Sotted Imperial again to receive the Grimy Fragment.

THE MOONSILVER MEDALLION





Return all three pieces to Roh'kenmou in Old Dalan's Place within Lowtown's South Sprawl. He instructs Vaan to visit Nabudis later. Travel to Archades and Charlotte's Magickery in Molberry. Speak to Roh'kenmu about the Moonsilver Medallion.

Go into Old Archades and find Otto in the northeast corner of the Alley of Muted Sighs. He turns over

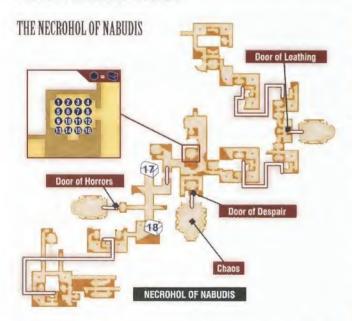
the Moonsilver Medallion. Return to Charlotte's Magickery and hand the medallion over to Roh'kenmu.

THE MEDALLION OF MIGHT



TREASURE TABLE		Normal			w/Diamond Armlet Equip.			
No.	Арр.%	gil %	If gil	50%	50%	gif	90%	10%
1	80%	15%	-1000	Red Fang	Red Fang	-3000	Knot of Rust	X-Pation
2	80%	15%	-1000	Blue Fang	Blue Fang	-3000	Knot of Rust	X-Pation
3	80%	70%	-1000	Rod Fang	Golden Amulet	-3000	Knot of Rust	X-Pation
4	80%	15%	-1000	Blue Fang	Blue Fang	-3000	Knot of Rust	X-Potion
5	80%	15%	-1000	Blue Fang	Blue Fang	-3000	Knot of Rust	X-Potion
B	80%	15%	-1000	Blue Fang	Blue Fang	~3000	Knot of Rust	X-Potion
7	80%	15%	-1000	Red Fang	Elixir	-3000	Knet of Rust	X-Potion
8	80%	15%	-1000	White Fang	White Fang	-3000	Knot of Rust	X-Potion
9	80%	15%	-1000	Blue Fanty	Blue Fang	-3000	Knot of Rust	X-Potion
10	80%	15%	-1000	White Fang	White Fang	-3000	Knot of Rust	X-Potion
11	80%	15%	-1000	Blue Fang	Blue Fang	-3000	Knot of Rust	X-Polion
12	80%	15%	-1000	Red Fang	Red Fang	-3000	Knot of Rust	X-Potion
13	80%	15%	-1000	Blue Fang	Blue Fang	-300D	Knot of Rust	X-Potion
14	75%	45%	-1000	Red Fang	Nistijin Belt	-3000	Knot of Rust	X-Potion
15	80%	15%	-1000	White Fang	Red Fang	-3000	Knot of Rust	X-Potion
15	80%	15%	-1000	Red Fang	Red Fang	~3000	Knot of Rust	X-Potion
17	80%	15%	-1000	White Fang	White Fang	-3000	Knot of Aust	X-Polion
1.8	80%	15%	-1000	Red Fang	Red Fang	-3000	Knot of Rust	X-Potion
19	60%	60%	-1000	White Fang	Gillio Boots	-3000	Knet of Rust	X-Potion
20	80%	15%	-1000	White Fang	White Fang	-3000	Knot of Rust	X-Potion
21	80%	15%	-1000	Red Fang	Red Fang	-3000	Knot of Rust	X-Potion
22	80%	15%	-1000	White Fang	Blué Fang	~3000	Knot of Bust	X-Potion
23	80%	15%	-1000	Red Fang	Red Fang	-3000	Knot of Rust	X-Potion
24	80%	15%	-1000	Blue Fang	Blue Fang	-3000	Knot at Rust	X-Potion
25	80%	15%	~1000	White Fang	Red Fang	~3000	Knot of Rust	X-Potion
26	80%	15%	-1000	Blue Fang	Blue Fang	~3900	Knot of Rust	X-Potion
27	80%	15%	-1000	White Fang	White Fang	~3000	Knot of Rust	X-Potion

Return to the Muted Scarp in the Nabreus Deadlands and talk to Ma'kleou once more. He mentions the three fell beasts (Humbaba, Fury, and Chaos) and the Medallion of Might, which is in a shrine found at the peak of Overlooking Eternity. Use the secret path just to the right of the northwest corner of the Slumbermead to reach Fog Mutters and Overlooking Eternity. Fight through the undead to reach the shrine and climb the steps to the center. Ma'kleou presents the party with the Medallion of Bravery, Medallion of Love, and the Lusterless Medallion.

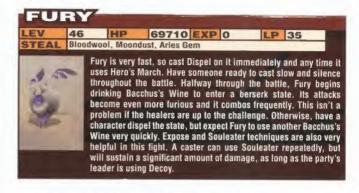


TREASURE TABLE			Normal			w/Diamond Armlet Equip.			
No.	Арр.%	gil %	If gil	50%	50%	gil	90%	10%	
	100%	0%		Knot of Rust	Knot of Rust	NA.	-3000	Dark Matte	
2	100%	0%	-	Knot of Rust	Knot of Rust	-	Dark Matter	Dark Matte	
3	100%	0%	-	Knot of Rust	Knot of Rust	in.	Dark Matter	Dark Matter	
4	100%	0%	- 15	Knot of Rust	Knot of Rust	pa.	Dark Matter	Dark Matte	
5	100%	0%	i.e.	Knot of Rust	Knot of Rust	-	Dark Matter	Dark Matte	
6	100%	0%		Knor of Rust	Knot of Rust	-	Dark Matter	Dark Matter	
7	100%	0%	-	Knot of Rust	Knot of Rust	-	Dark Matter	Dark Matte	
8	100%	0%	-	Knot of Rust	Knot of Rust	-	Dark Matter	Dark Matte	
9	100%	0%	44	Knot of Aust	Knot of Rust	-	Dark Matter	Dark Matte	
18	100%	0%	-	Koot of Rust	Knut of Aust	-	Dark Matter	Dark Matter	
11	100%	0%	-	Knot of Rusi	Knot of Rust	-75	Dark Matter	Dark Matter	
12	100%	-0%	-	Zodiac Spear	Zodiac Spear	-	Dark Matter	Dark Matter	
13	100%	0%	-	Knot of Aust	Knot of Aust		Dark Matter	Dark Matter	
14	100%	0%	-	Knot of Rust	Knot of Rust	-	Dark Matter	Dark Matter	
15	100%	0%	-	Knot at Rust	Knot of Rust	-	Dark Matter	Dark Matter	
18	100%	0%	-	Knot of Rust	Knot at Rust		Dark Matser	Datk Matter	
17	50%	60%	-600	Knot of Rust	Defander	~1000	Dark Matter	Dark Matter	
18	50%	10%	-2000	Knot of Rust	Hi-Ether	~3000	Dark Matter	Dark Matter	

Proceed through the Nabreus Deadlands to the Field of the Fallen Lord in the northeast. Enter the Necrohol of Nabudis from this point. There are three chambers within the dungeon that contain bosses. Each chamber can only be unlocked with a particular medallion.

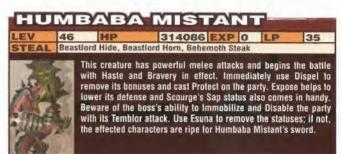
THE MEDALLION OF LOVE & THE DOOR OF LOATHING

Fight past the beasts within the Necrohol of Nabudis to the Hall of the Ivory Covenant. Use the Medallion of Love on the Door of Loathing in the center of the hall to battle Fury.



THE MEDALLION OF BRAVERY & THE DOOR OF HORRORS

The next stop is the Cloister of Distant Song on the southwest side of Necrohol of Nabudis. Unlock the Door of Horrors with the Medallion of Bravery to battle the Humbaba Mistant.



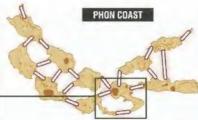
THE MEDALLION OF MIGHT & THE DOOR OF DESPAIR

After defeating both foes, the party obtains a map of the Necrohol of Nabudis and the Lusterless Medallion transforms into the **Medallion of Might**. Go to the Cloister of the Highborn in the center of the dungeon and use the Medallion of Might on the Door of Despair to face the esper Chaos.



Hunt Club





WHEN IT'S AVAILABLE

This event is not available until after you complete Archades However, you can't complete it until the *Strahl* becomes available for free travel around the world.

Talk to the Huntmaster at the Phon Coast Hunters' Camp after finishing up Archades. He offers to let Vaan join the Hunt Club if he can prove himself with one small task. The party must track down a Thalassinon on the Vaddu



The Vaddu Strand is east of the Hunters' Camp. The only way to spot the prey is to look for it from a high elevation. Go to the east end of the Vaddu Strand and climb the small ledge that overlooks the beach. Remain at the peak until the Thalassinon appears. Defeat it and return the Shelled Trophy to the Huntmaster.

The Huntmaster orders Vaan to speak to one of the three brothers (formerly Shady Bangaas). Agree to hunt before speaking to the Huntmaster again.



The objective of this event is to find 30 rare monsters located around the world and defeat them. Vaan can then trade their trophies to Atak. Stok, and Blok to unlock items in the Shifty-Eyed Merchant's store. The following section lists the monsters and their locations.

ASPIDOCHELON



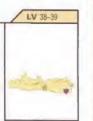
HP 63226-63546 DERIVATION Adamantitan RARITY
LOCATION Cerobi Steppe
CONDITION There's a 40% chance for it to appear in the Feddik River area within Cerobi Steppe STEAL Scarletite DROP Adamantine Trophy



Vo. 02 THALASSINON



DERIVATION Emeralditan LOCATION Phon Coast CONDITION Pain coast
CONDITION Wait at the highest point on the eastern
ledge within the Vaddu Strand until the enemy appears on STEAL Adamantile
DROP Shelled Trophy



KILLBUG



HP 28976-29216 DERIVATION Mimic RABITY LOCATION Ozmone Plain/The Switchback
CONDITION Found on the north edge between exit
points near the entrance to Zertinan Caverns
STEAL Knot of Rust
DROP Metallic Trophy



8.37 44-45

Vo.05 GAVIAL



DERIVATION Baritine Croc RARITY TO BARRIE TO THE LOCATION Garamsythe Waterway/No. 10 Channel

CONDITION Appears in the lower section of the No. 10
Channel in the Garamsythe Waterway. Close the No. 10 Sluice
gate, then explore the large room at the west end of the lower
section. Gavial appears behind the party at the east end.

STEAL Antarctic Wind
DROP Fur-scaled Troptry



LV 46-47

No. 07 KAISER WOLF



DERIVATION Silver Lobo LOCATION Dalmasca Westersand/Corridor of Sand CONDITION There's a 40% chance for it to appear in the eastern part of the Corridor of Sand area in the Dalmasca

Westersand. However, it only appears after the party defeats the Lindbur Wolf (another rare creature) found in the small alley on the east end of Shimmering Horizons.



DROP Feathered Trophy



LV 41-42

Vo. DS DREADGUARD



MP 35074-35394 DERIVATION Mirrorlynight LOCATION The Feywood/Walk of Dancing Shadow
CONDITION There's a 40% chance for it to appear in
the Walk of Dancing Shadow section of the Feywood.

History Scale

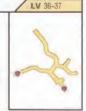
LV 46-47

RAGECLAW



DERIVATION Scythe Mantis

CONDITION Wait on Piebald Path CONDITION Wait on Piebald Path in the Salikawood for at least one minute without killing anything. This forces Rageclaw to appear from the west or south exit of that area. n essence, if will appear from the exit opposite of where the player entered Piebald Path



GRIMALKIN



DERIVATION Coeurl RARITY COLOR TO THE LOCATION To This Uplands / Uazcull Hills CONDITION Appears randomly among Coeuris (10%

STEAL Coeurl Whisker **DROP** Whiskered Trophy

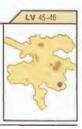


NAZARNIR



DERIVATION Sleipnin RABITY LOCATION Giza Plains/Starfall Field CONDITION There's a 40% chance for it to appear in Giza Plain's Starfall Field during The Dry.

STEAL Destrier Mane **DROP** Maned Trophy



No.30 VICTANIR MID 55114,5543

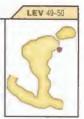
DERIVATION Shadonin LOCATION Nam-Yensa Sandsea/Yellow Sands
CONDITION There's a 40% chance that it will agree
the Yellow Sands portion of Nam-Yensa Sandsea.
STEAL Wargod's Band
DROP Maverick Trophy



DHEED



DERIVATION Wyvern RARITY
LOCATION Mosphoran HighwasterSkyreach Ridge
CONDITION There's a 40% chance that it will appear
in the Skyreach Ridge area of the Mosphoran Highwaste.
Solve the Floatweed puzzle described in the "Exodus" quest to reach the peak STEAL Mirage Vest DROP Leathern Trophy



No.35 BULL CHOCOBO

HP 43263-43383 DERIVATION Chocobo

RARITY
LOCATION Ogur-Yensa Saldsea/South Reproduction
CONDITION There's a 40% chance for 4 to appear in
the South Tank Approach section of the Or. Yeasa Sandar DROP Beaked Trophy



LV 47-48

TERROR TYRANT

BARITY DROP Hide-covered Tropby

HP 125704-126384 DERIVATION Wild Saurian LOCATION Dalmasca Estersand/Broken Sands CONDITION There's a 40% chance for it to spawn in Dalmasca Estersand's Broken Sands area after you eliminate the Wild Saurian in the Yoma section.

STEAL Scathe Mote



LEV 49-50

No.36 SKULLASH

DERIVATION Cataract Aguis RARITY
LOCATION Phon Coast/Cape Tislan
CONDITION Appears randomin among the Pyrotisks STEAL Charger Barding DROP Clawed Trophy



No. 60 ABELISK

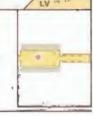


HP 104744-105424 **DERIVATION** Archaeosaut LOCATION Ridorana Cataract/Echoes from CONDITION There's a 30% chance that it will materialize in the Echoes from Time's Garden area of the Ridorana Cataract STEAL Eight-fluted Pole DROP Repullan Trophy



VO. 37 MYATH

> DERIVATION Dragen Lich
> RARITY ARABA
> LOCATION Stillshrine of Miniam/Ward of Vol.
> CONDITION Eliminate the three Dragon Arm
> guarding the Ward of Velitation. Exit the room and the still find Myath. DROP Eternal Trophy

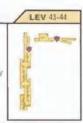


Vo.62 ISHTEEN



DERIVATION Reaper BARITY LOCATION Barheim Passage/The Zeviah Span & CONDITION The odds of Ishteen appearing increase by

mery 10 seconds that the party spends in the East-West so and Zeviah Span areas within the Barheim Passage. Spawn rate reaches 100% after 8 12 minutes. STEAL Soul of Thamasa DROP Bony Trophy



Vo.42 ANUBYS



DROP Slimy Tronby

HP 19194-19314

DERIVATION Abysteel

RARITY

LOCATION Sochen Gave Palace

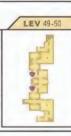
CONDITION II appears in the Mirror of the Soul secret room wiltim the Sochen Cave Palace. To open the door to the room, walk the clockwise spuri through Destiny's March-Falls of Time, and Mirror of the Soul starting at the east entrance into the Falls of Time from Destiny's March. STEAL Vampyr Fang
DROP Ensanguined Trophy



63 Vorrex HP 63758-63



DERIVATION Gazes LOCATION Necrobal of Nabudis/Hall of the Ivory Covenant CONDITION Find a Dark Elemental in the Half of the Ivory Covenant within the Necrohol of Nabudis. Lead the elemental from the fiallway north of the Christer of Reason to the halfway on the south side without defeating if. Vores appears when the elemental reaches the correct spot. Dark Cleme are rare, so be pahent and keep reentering the area until one appears STEAL Soul Powder DROP Gravesoil Trophy



10.46 MI



LW 48-49 DERIVATION Hecteves

RARITY RARITY
LOCATION Henne Minus/Pithead Junction 6
CONDITION There's a 50% chance that if will appear in
Pithead Junction 8 within the Henne Mines after you activate
the switch inside the room.
STEAL Hastega Mote



66 ARIOCH



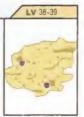
DERIVATION Gargoyle Baron RARITY LOCATION Nabreus Deadlands/The Slumbermead
CONDITION There's a 40% chance that it will appear in
the Slumbermead portion of the Nabreus Deadlands.
STEAL Sage's Ring
DROP Vengeful Trophy



Vo.56 KRIS



HP 47515-47755 DERIVATION Malboro RARITY LOCATION Tchita Uplands/The Highlands CONDITION Appears randomly among the Malboro Overkings (40% chance) STEAL Putrid Liquid



Vo 68 CRYSTAL KNIGHT



HP 101390-101570 DERIVATION Crusador
RARITY ARRIVATION To Great Crystal/A Vikaari Kanbhru Ra
CONDITION Begin at Way Stone XX and run a
Clockwise loop to the Sagitarius switch and back to Way
Stone XX (three zones total). The Crystal Knight should be standing near the Way Stone
STEAL Glimmering Robes
DROP Skull Trophy



ZOMBIE LORD



DERIVATION Forbidden

LOCATION Tomb of Raithwall/Northfall Passage
CONDITION This creature appears in one of the spots
in the Northfall Passage section of the Tomb of Raithwall.
However, the Zombie Lord only appears after the party has
been in the area between 0-29 minutes. STEAL Close Helmet



LEV 38-39

DISMA



DROP Soulless Trophy

RABITY LOCATION Linusu Mines/Site 5 & Site 6 South CONDITION There's a 5% chance that it will appear in one of the marked spots in either Site 5 or Site 6 South. Explore both areas fully. STEAL Mirage Vest DROP Accursed Trophy



ANCBOLDER



DERIVATION Striker
RARITY

ARA
LOCATION Paramina Riff/Karydine Glacier
CONDITION Defeat all 12 enemies in the Karydine
Glacier sector of Paramina Riff to force Ancholder and Anchag, a trophy-less rare creature, to appear STEAL Forbidden Flesh DROP Mind Trophy



Vo. 7-5

WENDICE



RARITY LOCATION Sochen Cave Palace/Destiny's March CONDITION Defeat all of the creatures in the four small froms that are directly connected to the central hall of Destiny's March. This forces Wendice to appear in the center. STEAL Gemini Gem DROP Frigid Trophy



BLUESANG

DERIVATION Dullahan RARITY
LOCATION Cerobi Steppe/Crossfield

CONDITION There's a 40% chance that it will appear in the Crossfield section of Cerobi Steppe.

STEAL Damascus Steel

DROP Cruel Trophy



VO. 78 AVENGER



LOCATION Pharos - Second Ascent/Station of

CONDITION There's a 40% that it will appear in the tion of Ascension (63F) portion of Pharos - Second STEAL Muramasa

DROP Vile Trophy



ALTECI

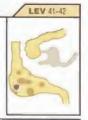
HP 52281-52701

DERIVATION Behemoth
RABITY

A

COCATION Zertinan Caverns/The Undershore CONDITION Deleat at least 11 Mallicants in a row within The Undershore, then step out and reenter the area to igger Alteci's appearance

STEAL Behemoth Steak DROP Fell Trophy





80 RARE MONSTERS!?

There are indeed 80 rare monsters scattered around the world in FINAL FANTASY XII. However, only 30 of those rare monsters pertain to this event. Refer to the bestlary to find the other 50 foes. Normal rare monsters reappear each time you meet the appropriate conditions. The 30 rare monsters that appear during this event only appear while the event is in progress and never reappear once you claim their trophy.

ATAK. BLOK. & STOK

When you collect trophies, take them back to the Phon Coast and turn them over to Atak, Blok, or Stok. Upon doing so, the bangaas add items to the Shifty-Eyed Man's store. There are only 30 trophies in the game, so it will be very difficult to claim all of the potential rewards from this event. Refer to the lists below to determine which bangaa you should surrender the trophies to ahead of time.

ATAK (WEAPON PROCURER)

TROPH	IES ITEM UNLOCKED	COST
1	Kogarasumaru	5040 gil
5	Obelisk	6750 gil
10	Murasame	7650 gil
15	Diamond Sword	11250 gil
20	Deathbringer	14400 git
25	Gastrophetes	18900 gli
30	Gungnir	25500 gli

STOK (SUNDRIES PROCURER)

TROPH	IES ITEM UNLOCKED	COST
1	Thief's Cuffs	2700 gil
5	Steel Poleyns	900 gil
10	Winged Boots	450 gil
15	Indigo Pendant	4500 gil
20	Diamond Armlet	18000 gil
25	Reflectga Mote	270 gil
30	Holy Mote	150 gil

BLOK (PROTECTIVES PROCURER)

TROPH	IES ITEM UNLOCKED	COST
1	Demon Mall	4410 gil
5	Diamond Armor	6300 gil
10	Mirror Mail	7290 gil
15	Gaia Gear	8370 gil
20	Dragon Mail	11250 gil
25	Magepower Shishak	13500 gil
30	Maximillian	25500 gil



DRUM ROLL, PLEASE!

Vaan is helping Atak, Blok, or Stok win the competition by gaining the most trophies. Speak to the Huntmasler after you collect and turn in all 30 trophies. There is a short awards ceremony for the big winner and Vaan receives a linal gift, too. The gift depends on which bangaa wins the contest: Greataxe (Atak wins), Renewing Morion (Blok wins), or Sage's Ring (Stok wins).

HUNT CLUB OWNER



Only the most elite Archadians ever see the Highgarden Terrace. One of those citizens is the Hunt Club Owner, who takes a special interest in the party's exploits. Visit him from time to time to collect additional rewards for finding the 30 rare monsters



EXCLUSIVE

Highgarden Terrace and the Grand Arcade are only accessible after the party has earned a Sandalwood Chop by completing the Archades Information Exchange event.

HUNT CLUB OWNER REWARDS

TROPHIES	REWARD
5	Arles Gem & Libra Gem
10	Taurus Gem & Scorpio Gem
15	Gemini Gem & Sagittarius Gem
20	Cancer Gem & Capricorn Gem
25	Leo Gem & Aquarius Gem
30	Virgo Gem & Pisces Gem



within Fane of the Path

Among some leaves
 on the north side of the
tree in the mothern loop
 the Path.



ween the herbs
on Fane of
the top of the so
leaving The Sp
and entering th



On a small tree at the top of the stairs before leaving The Spiritwood and entering the Fane of



6 Near one of the rope anchors in the center or The Spiritwood.



6 In the waters around the courtyard in The Spiritwood. Ask the Wood-dweller to get it



On the edge of the stairs in The Spiritwood, south of the countrard.



Near the screen a the southeast corner of The Spiritwood

Return the pebbles to Mjrn and speak to Chit again. Pick up the object that falls out of Chit's wing and lands on the ledge. Present the new pebble to Mjrn. Chit leaves for Giza and presents the party with a **Yoichi Bow**.

The Great Cockatrice Escape

WHEN IT'S AVAILABLE

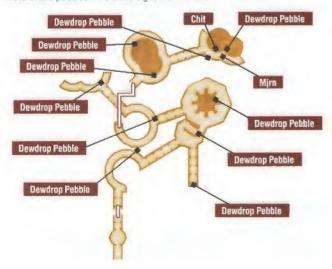
This event is available after finishing the "Little Love on the Big Plains" clan front. It can be completed after visiting the Drakler Laberatory.

Visit the Nomad Village in Giza Plains during The Dry to learn that the Cockatrices have all disappeared. Speak to the boy Terra within the pen to learn about a special feather that allows one to communicate with the mystic

The **Feather of the Flock** is inside an urn within the Tracks of the Beast area, which is only accessible during The Rains. Check out the Paradise Risen hunt to learn more about accessing this area. You can't track down the Cockatrices until you acquire the feather.

CHIT (ERUYT VILLAGE/FANE OF THE PATH)

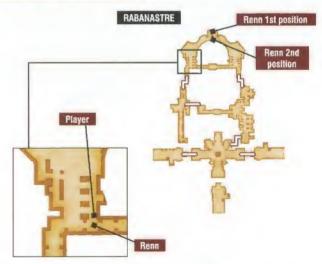
Speak to Chit and then Mjrn, who is standing next to her. Check the ground next to them to find a **Sparkling Light**, then examine it to find a **Dewdrop Pebble**. Offer the Dewdrop Pebble to Mjrn, who asks the party to return more of the pebbles. There are eight more to find:



RENN (RABANASTRE/NORTH END)



Look for this cockatrice in an alcove at the top of North End. After speaking to the cockatrice, it flees the alcove and begins walking a long loop around North End. It runs away any time you attempt to run toward it and just plain walking is too slow. Staying in one spot doesn't work either, since the bird runs away if it spots anyone.

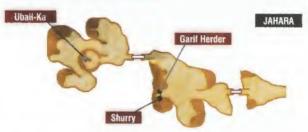


Use the entrances around the shops to sneak up on the cockatrice. Get ahead of it and stand behind the pillars by a shop's door, then slowly walk out to the cockatrice's side as it passes and engage it in conversation. Select "Erm... no?" Renn is willing to go home if Chit is already there and presents the party with a **Diamond Sword**. If not, he returns to the top of North End to await word of Chit's arrival in Giza Plains.

SHURRY (JAHARA/LULL OF THE LAND)



Shurry is found on the west side of Lull of the Land. Speak to the Garif Herder next to her and then to Shurry. Speak to the Garif Herder again and tell him that the cockatrice comes from Giza Plains. The Carif Herder then instructs the party to speak to the Great-chief.



Enter The Elderknoll and tell Great-chief Uball-Ka about the visitor. He presents the party with the Gift of the Great-chief. Return the gift to Shurry and speak to the Garif Herder once more. The Garif Herder then presents the party with a Platinum Dagger.

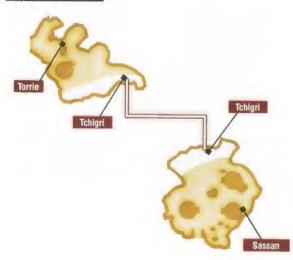
SASSAN (DALMASCA ESTERSAND/SOUTH BANK VILLAGE)



Sassan wants to see Torrie in North Bank Village, but won't go near Nathyl, the wolf. Speak to Tchigri about crossing the river to learn more. Select Nathyl when Tchigri asks about taking someone along, Return to South Bank Village and select "no one" when asked. Speak to Tchigri again and choose to cross the river with Arryl. Return to South Bank Village once more while

taking "no one" back. Talk to Tchigri one last time and select "Sassan" when crossing the river. Follow Sassan into North Bank Village and speak to him again. He returns to Giza and the party earns a **Koga Blade**.

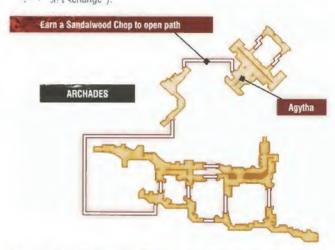
NORTH BANK VILLAGE



SOUTH BANK VILLAGE

AGYTHA (ARCHADES/GRAND ARCADE)

party must gen access to the Grand Arcade, which requires a rood Chop. To obtain this item, the party must match stories in then trade Pine Chops for a Sandalwood Chop (see the "Archades on Exchange").



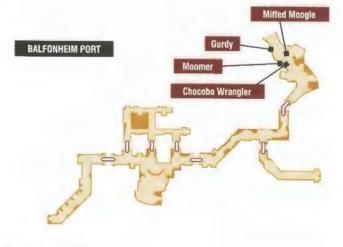


Upon entering the Grand Arcade, the party finds the cockatrice Agytha who is looking for a mate. The mate is in the northeast corner of the Alley of Low Whispers in Old Archades. Tell Agytha about the cockatrice and she leaves immediately, giving the party a **Tumulus** and eventually returning to Giza.

MOOMER (BALFONHEIM PORT/SEA BREEZE LANE)



Speak to the Chocobo Wrangler sitting by the pen and show her the Feather of the Flock. Talk to the Miffed Moogle when it approaches the fence, then go to Gurdy after speaking to the Miffed Moogle. The party receives a **Defender** and Moomer returns to Giza.



TERRA'S REWARD

Return to the Nomad Village in Giza Plains during The Dry and talk to Terra to obtain a final reward of **two Hi-Ethers**. You can also speak to the cockatrices once more to hear how their adventures turned out.

Fishing Nebra River

WHEN IT'S AVAILABLE

This event begins after the party visits Draklor Laboratory.



Talk to Ruksel on the west dock in South Bank Village in Dalmasca Estersand. He mentions that he wants to fish, but he doesn't have a rod. Travel to Balfonheim Port and seek out the Fishing Enthusiast in the Chivany Breakwater section. Speak to her twice and ask about her fishing rod. Run to the aerodrome's entrance and then back to where the Fishing Enthusiast was sitting

without leaving the area. Check the wall to find the **Muramata** fishing rod, then return to Ruksel and present the rod to him.



Ruksel is all set to go fishing, but he needs Vaan's help. Vaan must quietly signal to Ruksel the kind of fish that has been hooked so it can be reeled in. A line of four to eight buttons appears on-screen moving from left to right, right to left, top to bottom, or bottom to top. Quickly enter the commands before they reach the opposite side of the screen. Press the buttons in order to capture a fish. Miss a button, or take too long entering the commands, and the fish escapes.

The goal is to catch all six fish in one outing to collect a bonus prize. Downstream is the only fishing spot available at the start, but there are actually five fishing spots in all. Unlock the second location, Midstream, by getting five perfects at Downstream. Unlock the third location, Upstream, by scoring five more perfects at Midstream. The other two locations require some detective work.

DOWNSTREAM

GOAL: CLEAR SECTION FIVE TIMES IN A ROW TO UNLOCK MIDSTREAM

Downstream is a nice starting area. The commands always appear on the left or right side, so there's plenty of time to enter them as they skip across the screen. Catch all six fish in one outing to earn one of the prizes. Do it five times in a row to unlock Midstream.

POTENTIAL COMMANDS

COMMAND	FISH
9 0	Common Fish
***	Common Fish
	Common Fish
000+	Common Fish

COMMAND MOVEMENT

DIRECTION	PROBABILITY
4/4	100%
4/4	0%

PERFECT FISHING REWARDS

REWARD	PREPART ITY
100 gil	34%
Hi-Potion	33%
Water Stone	33%

COMMAND	FISH
0000	Common Fish
***	Common Fish
0000	Common Fish

MIDSTREAM

GOAL: CLEAR SECTION FIVE TIMES IN A ROW WITH A PERFECT SCORE TO UNLOCK UPSTREAM

The fishing gets a little tougher here, as commands begin to appear at the top or bottom of the screen, moving up or down. The commands also get a little longer, plus the shoulder buttons are added into the mix. Clear this section five times with a perfect score to open Upstream.

POTENTIAL COMMANDS

EGMMAND	F15(I
0040	Common Fish
E	Common Fish
0.400	Common Fish
m + 8 8	Common Fish

COMMAND MOVEMENT

COMMINION MONTHIE	
DIRECTION	PRODABILITY
4	40%
9.5	60%

PERFECT FISHING REWARDS

REWARD	PROBABILITY
Fish Scale	34%
100 Gil	33%
Water Stone	33%

COMMAND	FISH
⊕ ® ⊞ ÷	Common Fish
00000	Delicious Fish
00000	Delicious Fish

UPSTREAM

Upstream tests your reflexes and controller knowledge. The commands are all five buttons long and a bit trickier. You can't unlock the next area until the party hunts down the Matamune rod and catches the Cactoid Compact. You can only catch the Cactoid Compact once. The reward table changes slightly at that point, adding the Cactoid Compact's extra 10% to the Turtle Shell's drop rate.

COMMAND MOVEMENT

DIRECTION	PROBABILITY
44	40%
44	60%

POTENTIAL COMMANDS

COMMAND	Fisit
m + 0 0	Common Fish
9 0 E ÷	Common Fish
00000	Delicious Fish
00++0	Delicious Fish
****	Delicious Fish
****	Delicious Fish
	Delicious Fish
+00+0	Delicious Fish
10 70 A 10 A	Dallalaua Eigh

PERFECT FISHING REWARDS

REWARD	PROBABILITY
Fish Scale	30%
Turtle Shell	30%
Frogspawn	30%
Cactoid Compact	10%*

*Requires Matamune; can only be caught once; 10% is added to Turtle Shell once Cactoid Compact is caught.

MATAMUNE HUNT

The Matamune is a legendary cursed fishing rod and finding it isn't easy. To do so, you must solve several puzzles and track down clues all over the world. While fishing in the first three areas, the party will occasionally catch an **Empty Bottle** instead of a fish. When Ruksel hands the bottle over, it may turn out to be one of five special colored bottles. Each of the colored bottles has a note inside that you can view in the Key Items menu. The notes are actually cryotic clues that lead to rewards and additional clues.



1. BLUE BOTTLE

CLUE: Truth lies just beyond falsehood, CDZCKZMCRANZS

The clue suggests that the real answer is one step beyond the fake. Try adding one letter to each of the letters in the code. The answer is: **DEADLANDS BOAT**. The boat is located in the southeast corner of the Echoes of the Past section of Nabreus Deadlands. Look for a faint glow in the water. Hold the Blue Bottle near the glow to obtain an **X-Potion** and a Wanly-limned Message with "River...unde...o" written on it.

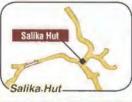


Deadlands Boat

2. GREEN BOTTLE

CLUE: Skip on stones to far bank's shore, by skipping stones return once more. SSADLNIAKLADHAUETDNREA





3. RED BOTTLE

CLUE: Foothills rise in mountains' shadow, nhliQsTUrEe'

Go to Mosphoran Highwaste's Babbling Vale and search the northwest corner for a Quiet Shrine. Hold the Red Bottle to the Quiet Shrine to receive a **Holy Mote** and a Vermillion Message. The message reads, "Fire...undb...h."



Mosphoran Highwaste

4. YELLOW BOTTLE

CLUE: Dragons stir among the eaters of the wind. 12 - 5 - 7 - 9 -

This is one of the tougher puzzles, since it doesn't provide any info about the location. Note there are 10 numbers, though, which matches the 10 windmills in Cerobi Steppe that are numbered one through ten. 1, 2, and 3 are at North Liavell Hills. 4 and 5 are at The Terraced Bank, while 6 and 7 are in Crossfield. Finally, 8, 9, and 10 are lined up in The Northsward. Turn on (or leave on) windmills 1, 2, 5, 7, and 9 and turn off (or leave off) windmills 3, 4, 6, 8, and 10. The party receives an Auric Message when all of the windmills are adjusted properly. The message reads, "Ash...ridge...e."



If you haven't touched the windmills at this point in the game, you can save some time by heading straight to windmills 2, 3, 5, and 8. To solve the puzzle, stop 3 and 8 and start 2 and 5.

Ouick Work



WYRM PHILOSOPHER

The party may encounter the Wyrm Philosopher at windmilf 10, who is seeking the Vyraal Wyrm. Give him the Dragon Scale from the Vyraal Wyrm (which you can find here after finishing the "Get My Stuff Back!" hunt) and he provides an Ageworn Key, which is part of the Wyrm Philosopher side quest.



5. BLACK BOTTLE

CLUE: Easy as a, b, c, so count yourself lucky. 19-12-21-9-3-5-7-1-20-5-18-1-20-19



This clue suggests counting letters to solve the puzzle. Write down 1 to 26 on a piece of paper, then place every letter of the alphabet under the numbers starting with 1:A to 26:Z. Next, replace the numbers in the puzzle with the matching letter. The answer is: SLUICE GATE RATS. Enter the Central Waterway Control in the Garamsythe Waterway and look for some rats running around the south side of the room. Follow them to the point where they all congregate to find a faint glow to obtain an Elixir and an Onyx Message. This message says, "Darkness...eton...e."

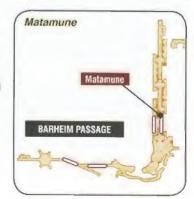
PUTTING THE PIECES TOGETHER

After completing all of these tasks, you have collected five more messages with the following clues:

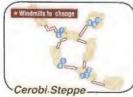
- · River...unde...o
- · Forest...rgro...w
- · Ash...ridg...e
- Darkness...eton...e
- Fire...undb...h

Use the five words at the beginning of the messages to determine the logical order: River, Forest, Fire, Ash, Darkness. Next, put the words in the middle together in the same order: unde/rgro/undb/ridg/eton (underground bridge ton). Line up the final five letters in the same order: owhee. The last part is a little cryptic, since it's missing a letter, but the full answer seems to be: underground bridge to nowhere. There's only one place that matches that description.











HIDDEN SHOALS

Hidden Shoals is a little tougher than Upstream. Some of the commands are repeats and there's a new six-button command that's a little tricky. The goal here is to keep fishing and getting perfect scores and rewards until you receive the **Cactoid Commendation**. This can take a long time, so be patient and keep practicing. Vaan can fish at the Den of the River Lord after obtaining the Cactoid Commendation.

COMMAND MOVEMENT

DIRECTION	PAGRABILITY	
李李	40%	
44	60%	

POTENTIAL COMMANDS

COMMAND	FISH
+ m 0 0 0	Delicious Fish
÷ 10 0 4 0	Delicious Fish
	Delicious Fish
****	Delicious Fish
0040	Nebra Succulent

PERFECT FISHING REWARDS

REWARD	PHODABILITY
HI-Potion	45%
Adamantite	45%
Cactoid Commendation	10%*

'Requires Matamune; can only be caught once; 10% is added to Adamantite once Cactoid Commendation is caught.

DEN OF THE RIVER LORD

The Den of the River Lord is extremely challenging. The commands get very long, so it pays to learn them all. The most important command is the eight-button command for the King of Nebra. This command appears repeatedly when the player first fishes here. The King of Nebra has nine lives. Catch it 10 times, but note that you don't have to catch them all in a row or even on the same trip to capture the King of Nebra and earn **Lu Shang's Badge**, the ultimate reward for this side quest!

COMMAND MOVEMENT

DIRECTION	PROBABILITY
李安	40%
4.4	60%

POTENTIAL COMMANDS

COMMAND	FISH
994900	Nebra Succulent
* * * * *	Nebra Succulent
	Nebra Succulent
0 m + m m 0	Nebra Succulent
404000	Nebra Succulent
00 E0 + 0 E0	King of Nebra
@ 4:	mind or Menia

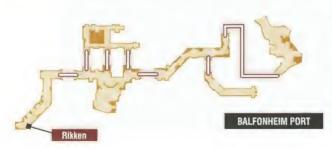
PERFECT FISHING REWARDS

REWARD	PAGBABILITY
Adamantite	50%
Scarletite	50%

Balfonheim Port Footrace



This event becomes available after accepting the Who's the Strongest!? hunt.





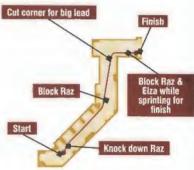
The footrace is a simple concept: rhythmically press the № button and the ⑨ button to run. Keeping an even and steady pace is far more important than quickly mashing the buttons, as Vaan runs the same speed no matter how quickly you press the buttons. Go straight ahead by alternating between the ॐ and ⑥ buttons. Tap the ॐ button repeatedly to turn left and the ⑥ button to turn right. If you have trouble keeping a rhythm, you can also tap each button two or three times and still maintain a fairly straight line.

Vaan to the Saccio Lane section of Balfonheim Port. Before he tells Vaan about the hunt, he challenges him to a footrace through the streets. From this point forward, Vaan can race Rikken and his companions endlessly by talking to him again.

Cut corner for big lead

Finish

Rikken posts a bill for the Who's the Strongest!? hunt, which leads



The real trick is in the strategy. There are three opponents: Rikken, the man, Elza, the woman, and Raz, the bird-like creature. Rikken is steady, but sticks to the left side of the track. He's rarely a threat. Elza cuts across the track from left to right. She's tough to beat if she gets all the way to the right. Raz is extremely fast, but clumsy. Vaan can knock him down to keep him from passing.

Keep an even pace at the start until Raz falls, then remain in the middle or slightly to the left to keep Elza to the left side of the track. Raz should make a move and try to come up the middle (preferable) or along the right side. Get in his way immediately if he comes up the middle. Otherwise, wait until after the first turn to cut him off and knock him down by zipping over to the right.

Drift over to the right side of the track after the first turn and stay there until the second turn. With some luck, Elza will get hung up on Rikken and will be unable to cross to the right. Vaan is in trouble if she gets in front of him and to the right side. He can still make up ground at the turn and win, but it isn't easy. The trick to beating Elza is keeping her on the left through the first turn so that Rikken blocks her from moving to the right in the second half of the course.

Cut the second corner as closely as possible, so Vaan just barely scrapes through without getting stuck. You can make up a ton of time with this move and can easily take the lead if Elza and Rikken remain outside and Raz has been held back. Go all out in the final stretch. Get in front of Elza if she's neckand-neck with Vaan and beware of Raz making a late charge for the lead.

There are 100 tiers to the footrace event. You receive a prize and move up a tier each time you win until you get the ultimate prize at tier 100. There's no penalty for losing and it isn't necessary to clear all the tiers in one sitting, so race with confidence and rest your fingers now and then.

FOOTRACE REWARDS

TIER	REWARD
1	Potion
2	Phoenix Down
3	Eye Drops
4	Antidote
5	10 gil, Echo Herbs
6	Gold Needle
7	Alarm Clock
8	Handkerchief
9	Bacchus's Wine
10	100 gil & Balance Motes x2
11	Potion x2
12	Phoenix Down x2
13	Eye Drops x2
14	Antidote x2
15	20 gil & Echo Herbs x2
16	Gold Needle x2
17	Alarm Clock x2

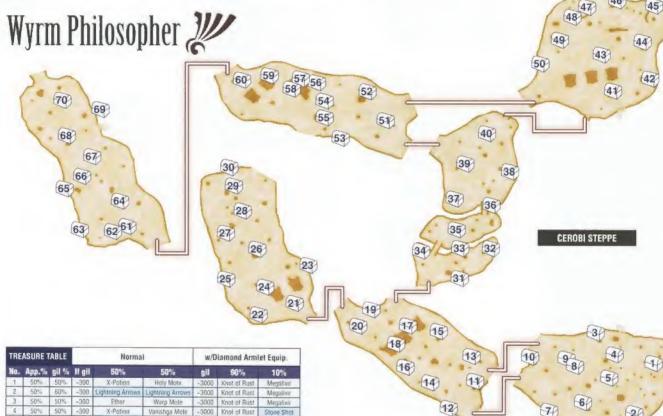
TIER	REWARD
18	Handkerchief x2
19	Bacchus's Wine x2
20	300 gil & Float Motes x2
21	Potion x3
22	Phoenix Down x3
23	Eye Drops x3
24	Antidate x3
25	30 gll & Echo Herbs x3
26	Gold Needle x3
27	Alarm Glock x3
28	Handkerchief x3
29	Bacchus's Wine x3
30	800 gil & Teleport Stones x3
31	Potion x4
32	Phoenix Down x4
33	Eye Drops x4
34	Antidote x4

TIER	REWARD
35	40 gil & Echo Herbs x4
36	Gold Needle x4
37	Alarm Clock x4
38	Handkerchief x4
39	Bacchus's Wine x4
40	1500 gil & Vanishga Motes x2
41	Potion x5
42	Phoenix Down x5
43	Eye Drops x5
44	Antidote x5
45	50 gil & Echo Herbs x5
46	Gold Needle x5
47	Alarm Clock x5
48	Handkerchief x5
49	Bacchus's Wine x5
50	2500 gil & Reflectga Motes x2
51	Potion x6

TIER	REWARD
52	Phoenix Down x6
53	Eye Drops x6
54	Antidote x6
55	60 gil & Echo Herbs x6
56	Gold Needle x6
57	Alarm Clock x6
58	Handkerchief x6
59	Bacchus's Wine x6
60	3500 gil & Hi-Ethers x2
61	Potion x7
62	Phoenix Down x7
63	Eye Drops x7
64	Antidote x7
65	70 gil & Echo Herbs x7
66	Gold Needle x7
67	Alarm Clock x7
68	Handkerchief x7

TIER	REWARD
69	Bacchus's Wine x7
70	4500 gil & Holy Motes x2
71	Potion x8
72	Phoenix Down x8
73	Eye Drops x8
74	Antidote x8
75	80 gil & Echo Herbs x8
76	Gold Needle x8
77	Alarm Clock x8
78	Handkerchief x8
79	Bacchus's Wine x8
80	6000 gil, Hastega Motes x2, & Caramel
81	Potion x9
82	Phoenix Down x9
83	Eye Drops x9
84	Antidote x9
85	90 gil & Echo Herbs x9

TIER	REWARD
86	Gold Needle x9
87	Alarm Clock x9
88	Handkerchief x9
89	Bacchus's Wine x9
90	8000 gil, Scathe Motes x2, & Slime Oil
91	Petion x10
92	Phoenix Down x10
93	Eye Drops x10
94	Antidote x10
95	100 gil & Echo Herbs x10
96	Gold Needle x10
97	Alarm Clock x10
98	Handkerchiet x10
99	Bacchus's Wine x10
100	10000 gil, Elixirs x2, & Unpurified Ether



TRE	ASURET	ABLE		Norma	1	w/D	iamond Arm	let Equip.
Na.	Арр.%	gij %	If gil	50%	50%	gil	90%	10%
1	50%	50%	-300	X-Potion	Holy Mote	~3000	Knot of Rust	Megalixar
2	50%	60%	-300	Lightning Arrows	Lightning Arrows	-3000	Knot at Rust	Megalixir
3	50%	50%	-300	Ether	Warp Mote	-3000	Knot of Bust	Megalixir
4	50%	50%	-300	X-Potion	Vanishga Mote	~3000	Knot of Rust	Stone Shot
5	50%	65%	-300	Wyrmfire Shot	Hi-Ether	~3000	Knot of Rust	Hastega Mot
6	50%	50%	-300	X-Potion	X-Potion	~3000	Knot of Rust	Sapping Bolts
7	50%	50%	-300	Ether	Aero Mote	~3000	Knot of Rust	Megalixir
8	50%	60%	-300	Leather Gorger	Hastega Mote	~3000	Knot of Rust	Penetrator Crossbow
9	50%	65%	-300	Mod Shot	Hi-Ether	~3000	Knot of Rust	Nishijin Belt
10	50%	60%	~300	Lead Botts	Reflect Mote	-3000	Knot of Rust	Hastega Met
11	50%	65%	-300	X-Potion	Gillie Boots	-3000	Knot of Rust	Blazer Gloves
12	50%	50%	-300	Ether	Holy Mate	-3000	Knot of Rust	Megalixis
13	50%	50%	-300	Ether	Arro Mate	-3000	Knot of Rust	Megalixir
14	50%	50%	-300	X-Potion	X-Potion	-3000	Knot of Rust	Kaiser Shield
15	50%	65%	~300	Golden Amulet	Warp Mote	-3000	Knot of Rust	Megalixir
16	50%	80%	-300	Embroidered Tippet	Embroldered Tippet	~3000	Knot of Rust	Celebrant's Miter
17	50%	50%	~300	Ether	Float Mote	-3000	Knot of Rust	Time Bolts
18	50%	50%	-300	X-Potion	Hi-Ether	-3000	Knot of Rust	Megalixir
19	50%	65%	-300	Ether	Ouasimodo Boots	~3000	Knot of Rust	Firelly
20	50%	50%	-300	Ether	Retlectga Mote	~3000	Knot of Rust	Oragon Whisker
21	50%	50%	-300	Ether	Holy Mote	-3000	Knot of Aust	Castellanos
22	50%	50%	-300	Ether	X-Potion	~3000	Knut of Rust	Shell Shreld
23	50%	50%	-300	Ether	Warp Mote	-3000	Knot of Rust	Artemis Arrows
24	50%	50%	-300	Ether	Reflect Mote	-3000	Knot of Rust	Hastega Mote
25	50%	50%	-300	Ether	X-Potion	-3000	Knot of Rust	Megalixir
26	50%	70%	-300	Ether	Empyrean Rod	~3000	Knot of Rust	Megalixir
27	50%	80%	~300	Ether	Mirror Mail	~3000	Kept of Rust	Megalixir

TRE	ASURE 1	ABLE		Norm	al	w/D	iamond Arm	tet Equip.
No.	App.%	gil %	If gil	50%	50%	gil	90%	10%
28	50%	50%	-300	Ether	Megalixir	~3000	Knot of Rust	Euclid's Sextant
29	50%	50%	-300	Ether	Balance Mote	~3000	Knot of Rust	Grand Bolts
30	50%	50%	-300	Eilei	Water Mote	~3000	Knot of Rust	Cloud Stati
31	50%	50%	-300	Hi-Ether	Holy Mote	-3000	Knot of Rust	Water Bornte
32	50%	50%	-300	Hi-Ether	X-Potion	-3000	Knot of Rust	Megalixir
33	50%	50%	-300	Hi-Ether	X-Potion	-3000	Knot of Rust	Zwill
34	50%	50%	-300	Hr-Ether	Hastega Mote	-3000	Knot of Bust	Nishigin Belt
35	50%	50%	-300	Hi-Ether	Reflectga Mote	-3000	Knot of Rust	Quasimodo Boots
36	50%	65%	-300	HI-Ether	Leather Gorget	-3000	Knot of Rust	Megalixir
37	50%	50%	-300	Hi-Ether	Aero Mote	-3000	Knot of Rust	Lightning Arrows
38	50%	50%	-300	Hi-Ether	Float Mote	-3000	Knot of Rust	Holy Rod
39	50%	50%	-300	Hi-Ether	Ether	-3000	Knot of Rust	Morning Star
40	50%	50%	-300	Hi-Ether	Warp Mote	-3000	Knot of Rust	Megalixir
41	50%	50%	~300	X-Pation	-Warp Mote	-3000	Knot of Bust	Megalixir
42	50%	50%	-300	X-Pation	Holy Mote	~3000	Knot of Rust	Megalixar
43	50%	50%	-300	X-Potion	Float Mote	-3000	Knot of Rust	Black Robes
44	50%	50%	-300	X-Pation	X-Potion	-3000	Knot of Rust	Megalixir
45	50%	50%	-300	X-Pation	X-Potion	-3000	Knot of Rust	Dragon Mail

TREASURE TABLE				Norma	1	w/D	iamond Arm	let Equip.
No.	Арр.%	gil %	tf gil	50%	50%	gil	90%	18%
46	50%	50%	~300	X-Potion	Scathe Mote	~3000	Knot of Rust	Assassm's Arrows
47	50%	50%	-300	X-Potion	Balance Mote	~3000	Knot of Rust	Hastega Moto
48	50%	50%	~300	X-Potion	Hastega Mote	-3000	Knot of Rust	Agate Ring
49	50%	50%	~300	X-Pation	Reflectga Mote	-3000	Knot of Rust	Fornalhaut
50	50%	50%	-300	X-Pation	Vanishga Mote	-3000	Knot of Rest	Megalixir
51	50%	70%	-300	Parallel Arrows	Parallel Arrows	-3000	Knot of Rust	Feathered Boots
52	50%	70%	-300	X-Potion	Scattle Mote	-3000	Knot of Rust	Ribbon
93	50%	50%	-300	Х-Ролюп	X-Potion	-3000	Knot of Rust	Dark Shot
54	50%	60%	-300	Long Bolts	Balance Mote	~3000	Knot of Rust	Fornalhaut
55	50%	50%	~300	X-Potion	Holy Mote	-3000	Knot of Rust	Megalixir
56	50%	50%	~300	X-Potton	Vanishga Mote	-3000	Knot of Rust	Castellanos
57	50%	60%	+300	Poison Bomb	Reflectga Mote	-3000	Knot of Rust	Hastega Moti
58	50%	60%	-300	Sident Shot	Hastega Mote	~3000	Knet of Rust	Icecloud Arrows
59	50%	50%	-300	X-Potion	Warp Mote	-3000	Knot of Rust	Venetian Shield
00	50%	50%	-300	X-Potion	Float Mote	-3000	Knot of Rust	Hastega Mot
61	50%	50%	-300	X-Pation	Warp Mote	-3000	Knot of Rust	Windsheer Shot
62	50%	50%	-300	X-Potion	Float Mote	-3000	Knot of Rust	Magepower Snishak
63	50%	80%	~300	X-Potion	Kiku-ichimenji	~3000	Knot of Rust	Megalixir
64	50%	50%	-300	X-Potion	Aero Moto	-3000	Knot of Rust	Grand Bolts
65	50%	50%	-300	X-Pation	Reflectga Mote	-3000	Knot of Rust	Golden Skulicap
66	50%	70%	~300	X-Potion	Armguard	-3000	Knot of Rust	Megalixit
67	50%	50%	-300	X-Pation	Aero Mote	-3000	Knot of Rust	Megalixir
88	50%	50%	-300	X-Potion	X-Pation	-3000	Knot of Rust	Mirage Vest
69	50%	50%	~300	X-Polion	X-Pation	-3000	Knot of Rust	Megalixir
70	50%	50%	~300	X-Potion	Holy Mote	~3000	Knot of Rust	Castellanos

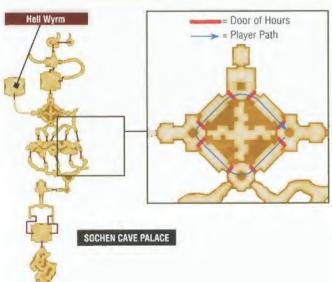


WHEN IT'S AVAILABLE

This event is available after visiting the Draklor Laboratory.



The Wyrm Philospher is found on a windmill in Cerobi Steppe. Check out windmill #10 in The Northsward to make him appear. He's seeking the Vyraal Wyrm, which the party should have already defeated. Give him the Dragon Scale from the Vyraal Wyrm and he provides the party with an Ageworn Key.



The Ageworn Key unlocks a secret chamber within the Sochen Cave Palace. The secret chamber is guarded by an ancient puzzle, which mentioned in certain clues scattered around the dungeon. To open the Hall of the Ascetic to the Hall of the Wroth God, you must walk a certain path through Destiny's March.

Enter the Sochen Cave Palace from the south (Tchita Uplands), Proceed up the east side of the dungeon to the far east door into Destiny's March. You must walk a circle around Destiny's March, only opening the doors marked as a 'Door of Hours'. Go clockwise starting on the east side and heading southwest, then follow the hall all the way around to the starting point. This triggers the Ascetic's Door if done properly.

Go to the west side of Destiny's March and check the Ascetic's Door, Follow the Hall of the Ascetic down to the Hall of the Wroth God and use the Ageworn Key to enter the secret chamber.

HELLWYRM

60 HP 8930711 E Dark Stone, Dark Magicite, Dark Crystal LEV 8930711 EXP 0 LP 150



Begin the battle by casting Dispel on the boss to remove Shell, Protect, and Haste. Have a 'Foe: Stalus = Faith/Dispel' gambit ready on one character to keep Faith in check throughout the battle. The other status effects never return

This is a very long battle, but the pattern is fairly easy to follow. The Hell Wyrm mainly uses its Rake attack (a basic physical attack), while throwing in magicks of every elemental type. Throughout the first half of the battle, the boss mainly uses Rake and adds magick as its desperation grows. It also has a powerful Judgement attack that causes dark damage and Stop. Equip at least one character with a Power Armlet to prevent the Stop effect and an 'Ally: Status = Stop/Chronos Tear' gambit to remove the effect from others. It doesn't hurt to put Power Armlets on the entire party, though.

THE LONG HAUL

Since this is a long fight, make sure the party has a 'Self: MP < 10%/Charge' gambit. You can also flee this battle and step into the ball to restore the party, if necessary. This is a good tactic to use if the first party gets wiped out. Don't stick around to fight with the back-up crew. Run into the hall and restore everyone then return to the battle.

Use a strong physical assault through the first part of the battle and summon Zodiark, if possible. Have the summoner in Stone status before summoning Zodiark, so the Esper uses Final Eclipse upon appearing. The Hell Wyrm has a powerful Breakout-Pentagram attack especially designed to wipe out summoned creatures, so watch

Magick also works fairly well in this light. Dark magick heals the boss, so avoid using it. The boss is susceptible to the combination of Shear and Oil, which makes Fire-based magick very effective.

Keep Protect and Lure on the main melee character throughout the battle. Make sure everyone has Bubble and Ensuraga ready to remove Stone effects

The fight gets much tougher at the end. The Hell Wyrm begins using invert, which switches victims' HP and MP values, on nearly every other attack. This means that one character is always close to death, but that person also has full MP. Take advantage of this situation and bombard the boss with Quickenings and Zodiark. There are positives and negatives to both strategies. Summoning Zodiark takes the summoner's MP to zero. This isn't a problem early in the light, but with the Hell Wyrm casting Invert constantly, it becomes deadly. If the summoner gets hit with Invert with zero MP, he will die and the summon will be wasted.

Dealing with Invert

Characters can usually heal themselves quickly enough that Invert doesn't become a problem. However, it doesn't hurt to have an 'Ally: Status = HP Critical/X-Potion' gambit going late in the battle.

There's no item reward for this fight, but that doesn't mean it isn't worthwhile. The parly earns a new Sky Pirate's Den award and Montblanc is eager to hand over a large chunk of gil!

OTHER STUFF

Sky Pirate's Den 2

After completing certain objectives throughout the game, you will receive rewards that are placed into the Sky Pirate's Den. There are a total of 30 rewards. Can you collect them all? If you want to achieve the ultimate rank in Clan Centurio, you must do it!

SKY PIRATE'S DEN REWARDS

CHARACTER	TITLE	ACHIEVEMENT
Ashe	Exemplar	Raised the party's average level above 50
Ba'Gamnan	Scrivener	Completed the Bestiary
Balthier	Assault Striker	Attacked over 300 times
Basch	Blood Dancer	Defeated more than 500 loss
Behemoth King	Lord of the Kings	Defeated Behemoth King
Bellas	High Summoner	Obtained 13 Espers
Carrot	Freshmaker	Defeated Carrot
Chocobo	Wayfarer	Took over 50,000 steps
Crystal	Runeweaver	Learned every Magick
Deathgaze	Eagle Eye	Defeated Deathgaze
Fafnir	Wyrmslayer	Defeated Falnir
Fran	Spellsinger	Cast Magicks over 200 times
Gabranth	Mist Walker	Performed every Concurrence
Gilgamesh	Master Swordsman	Defeated Gligamesh twice
Gurdy	Spendthrift	Speni more than 1.000.000 gil
Hell Wyrm	Radiant Savior	Defeated Hell Wyrm
Migelo	Privateer	Sold over 1,000 pieces of loat
Mimic	Collector	Obtained rare goods on the bazaar
Montblanc	The Unrelenting	Completed a 50-Chain in battle
Old Dalan	Cartographer	Fully explored every map*
Penelo	Plunderer	Aquired over 100,000 gil
Raster	Conqueror	Learned every License
Reks	Record Breaker	Obtained over 500,000 Clan Points
Trickster	Sharpshooter	Defeated Trickster
Ultima	Fell Angel	Defeated Littima
Vaan	Master Thiet	Stole successfully over 50 times
Vayne	Premier Prestidigitator	Used Technicks over 100 times
Vossler	Jack-of-All-Trades	Learned every Technick
YiazmaL	Hunter Extraordinaire	Defeated Yiazmat
Zodiark	Zodiac Knight	Defeated Zodlark

^{*}Doesn't include areas that can only be visited once or the final dungeon.

Archades Information Exchange



There are residents in the Molberry, Trant, Rienna, and Nilbasse sections of Archades with valuable information. The party can earn Pine Chops by matching two people's stories. The stories are always contained within one of the four areas. (For example, you won't find one person in Molberry and the other one in Trant.) Match up everyone within the four areas to

earn enough Pine Chops to trade them in for a **Sandalwood Chop**. With this item, the party can access the Grand Arcade and Highgarden Terrace sections of Archades.

MOLBERRY

PERSON #1	PERSON #2
Reminiscing Lady	Family-minded Girl
Avid Traveler	Traveling Gentleman
Daughter-In-Law	Man from Giza
Look-Alike	Look-Alike
Talented Woman	- Akademician
Ardent Woman	Ardent Man
Proud Mother	Tutor
Poor Husband	Poor Wife
Would-be Judge	Judge's Wife

TRANT

PERSON #1	PERSON #2
Boutiquere -	Moneyed Gentleman
Farce-Goer =	Girl on an Errand
Music Appreciator =	Lutenist
Perceptive Man	Historian
Smitten Woman -	Smitten Man
Builder	Artistan Architect

RIENNA

PERSON #1	PERSON #2
Dangerous Chef	Philosopher of Cuisine
Lazy Profiteer	Researcher's Wife
Vegetable Seller	Greenseller
Good Brother	→ Walting Woman
Tarot Reader	Happy Novelist
Romantic Lady	Lucky Man
Bhujerban Lady	Tour Leader

NILBASSE

PERSON #1	PERSON #2
Ex-Researcher =	Determined Researcher
Aspiring Startet	Faded Star
Worried Husband	Materialistic Woman
Senior Researcher	Failed Researcher
Athletic Woman	Avid Reader
Gentleman Onlooker	Eager Crier

TAROT'S MISFORTUNE

After matching the Tarot Reader with the Happy Novelist in Rienna, the Tarot Reader offers to reveal the party's misfortune. The misfortune actually tells the player how many matches are left in each section of the city. This is a very helpful way to check your progress when trying to earn the Sandalwood Chop.

King Bomb—OPTIONAL BOSS

KING BOMB

LEV	34	HP	37596	EXP	0	LP	22
STEAL	Bomb She	HP all, Fire Crystal,	Bomb Fragi	ment			



The King Bomb is in the Salikawood's Grand hall north of the Save Crystal. Although this boss is optional, it will likely come into play the first time the party visits the Salikawood, or when you attempt to complete the Rodeo to the Death hunt.

King Bomb summons lesser Bombs to fight with it and uses powerful Fire magick. Keep a good supply of Handkerchiets around to remove the Oil status effect, which increase the fire damage the party takes. Blast the enemy with Water elements and use gear that reduces fire damage like Fire Shield. Focus on eliminating the lesser enemies lirst to prevent them from chain-exploding.

Remember to only attack King Bomb when it's alone. The boss fully restores its HP when it reaches 50%. You can prevent this by using a well-timed Quickening. King Bomb uses the Renew trick several times, but eventually stops using it.

Phoenix—OPTIONAL BOSS

PHOENIX

LEV	59	HP	134089	EXP	0	LP	28
STEAL	Windsch	icer Pinion, Ey	e of the Hawk, S				100-0



The Phoenix is in a secret hall on the north end of The Pharos – Subterra. Enter the hall from the room in the northeast corner. It's a good idea to gather Black Orbs and get some light before facing the enemy. Phoenix is a flying creature, so bring ranged weapons or Telekinesis along for the battle.

Omega Mark XII Extermination

Reaching Omega Mark XII is almost as difficult as fighting the hidden boss. Begin by diving deep into the dungeon following the same route used to reach Ultima. Take a left turn at the Save Crystal to find the Aquarius Gate Stone (1). Backtrack to the previous section and open Gate Aquarius 1 (2), so the path to the Taurus Gate Stone (5) is open. Forget the Taurus Gate Stone for now and go to the nearby Capricorn Gate Stone (3). Flip the switch and run across the area to Gate Capricorn 2 (4). Backtrack to the Taurus Gate Stone (5) and use the switch. Cross the area again passing through Gate Capricorn 2 to reach Gate Taurus 1 (6). The road beyond Gate Taurus 1 leads to Omega Mark XII.



BE PREPARED

Omega Mark XII is one tough nut to crack. Return to the Save Crystal before moving forward. If may take several tries to fell the boss. Don't take the risk of having to solve the gate puzzle again.

OMEGA MARK XII

EV 99 HP



This is a very challenging enemy. Its attacks are extremely powerful and can typically wipe someone out with a single shot. Those that survive may be stricken with the berserk status, taking them out of the battle unless dispelled.

There's really only one way to fight this creature. It involves the use of Decoy and Reverse. Prepare the party by setting the lead fighter to attack and only attack. It doesn't hurt to equip the character with a Bubble Belt either to ensure his HP stays at the maximum throughout the battle. Also equip armor that lowers the character's Magick Resistance to zero. This is critical, since the other characters in the party will be casting on him constantly.

The other characters go into a strict support role. Set their gambits so that they cast Reverse on the main fighter above everything else. Then make the second command casting Decoy on the same target. Then set one of the two to use Hastega and Protect on Vaan. The two should also have Curaga prepared to cast on them, not on the fighter, if necessary.

Keep it simple. The real goal is just to keep Reverse and Decoy up throughout the entire battle. It pays to take manual control of Decoy. It lasts considerably longer than Reverse and it can be refreshed while the spell is still active on the fighter. Recast it between every two to three casts of Reverse to ensure that it never wears out and the support characters never get hit.

Otherwise Reverse should keep the main fighter healthy throughout the battle. He'll take a hit now and then when Reverse drops, so make sure Bubble stays in effect too. Cast it again before it wears out, or use a Bubble Belt to maintain the effect.

Run if things go wrong. Retreat to the top of the ramp and quickly restore everyone. The boss begins to heal if left alone for too long. It's possible to fully restore everyone and get back into the battle before the boss can completely recover.

100 SECRETS OF FFXII

The following section takes a look at 100 oddities within FINAL FANTASY XII. These are subtle things you may not notice while playing through the game, but they're worth mentioning. Have a little fun and check them out for yourself.

Event Related

NO.OL THOUGHTS ON NABREUS DEADLANDS

The first time you enter Nabreus (by either approaching the stone gate or by entering the Hall of Effulgent Light), Basch tells your party about the city. Normally he will simply finish with "We should turn back," but it you visit either places after defeating Judge Bergan but before reaching Archades, a scene in which Ashe talks with Fran about the lost city of Nabreus is added. Furthermore, if you watch Basch's explanation and then visit one of these locations between defeating Judge Bergan and reaching the Imperial City, Fran will be the one who suggests turning back.

NO.02: GETTING THROUGH THE EAST GATE

After setting out to defeat the Rogue Tomato, you will be unable to get back inside Rabanastre. When this occurs, hop into the line of people standing in front of the Dalmascan Soldier guarding the door on the left-hand side. Wait in line. When everyone is gone, speak to the Dalmascan Soldier in front of the gate to get back inside. After sitting through the line once, you can get back in again by simply speaking to the Dalmascan Soldier.

NO.03: THE RABANASTRE PALACE MAP IN OLD

You're only allowed into the Rabanastre Palace when the story sends you there near the beginning of the game. If you miss the map on this trip, you can still pick it up later from the Cartographers' Guild moogle in the Alley of Low Whispers within Old Archades.



NO.04: KTJN'S WELCOME TO THE CLAN HALL

If you influence Ktjn to become a guard for Clan Centurio, you can talk to her outside of the Clan HO. Avoid visiting the Clan Hall until after defeating Judge Bergan and finishing Ktjn's event and all of the lines that normally belong to the bangaa guard can be heard from Ktjn instead.

NO.05: VISITORS TO THE DALMASCA ESTERSAND

The Outpost in Dalmasca Estersand is visited by different travelers as the story progresses, each taking a rest before continuing their journey. Stop by and see who is visiting every once in a while

TIMING	VISITORS
After the Rogue Tomato hunt	family traveling by chocobe
After escaping the Marquis Ondore's Manor	bangaa and seeq merchants
After obtaining the Dawn Shard	family from the empire
After defeating Judge Bergan	three moogles
After obtaining free flight in the Strahl	a pair of viera



NO.06: THE BUCCANEER'S BATTALION

After completing the Wraith Hunt, you gain access to a house in the Rabanastre Lowtown area that is used by Deeg, the son of the Jovial Seeq. If you can't fulfill certain conditions Kytes, Filo and other children will gather in this house and form the Buccaneer's Battalion. You must meet the following conditions for the children to gather:

- · Visit the Draklor Laboratory.
- Return the three medallion pieces to Roh'kenmou in Old Dalan's Place (part of the "Medal of Nabreus" event).
- Return to Charlotte's Magickery and hand the Moonsilver Medallion to Roh'kenmu (part of the "Medal of Nabreus" event).

NO.07: FREE MAPS

Generally, if you do not own the map of an area, you will need to fill the map in manually by walking to every area displayed. However, if your next goal happens to be displayed during the progress of the story or you can check a petitioner's location in the Hunts menu, you can view the entire map, including areas you have never visited.



NO.08: THE REST OF THE STORY..

A few of the side events end with plot points that keep you wondering what happened, but you can fill in some of these loose ends by doing a little research. After finishing the Pilika's Errand side event, read Pilika's diary to find out that her other pet, "Bianca," is hiding above the shelves in the technick shop. You can uncover another storyline after completing the Earth Tyrant Extermination side event. You can meet up again with Rimzat, the investigator, if you travel to the Hunters' Camp on the Phon Coast. He will then return home to his empire hoping for a bonus.



Message Related

NO.09: DALAN'S ADVENTURE TIPS

Dalan provides different bits of advice depending on the progress of the story. If you're ever unsure about where you should go next, seek him out! The following is a list of the type of advice he gives and when you're likely to receive it.

STORY POINT	ADVICE
After the new Consul	Directions to the
Inauguration Ceremony	Nomad's Camp
After obtaining the	How to infiltrate the
Sunstone	Rabanastre Royal
	Palace
After escaping the	How to deliver the
Barheim Passage	Sword of the Order
After delivering the	Balthier's location
Sword of Dalmasca	
After talking to Balthier	Directions to the Lhusu
in the Sandsea	Mines
After escaping the	How to rescue Panelo
Battleship Leviathan.	
After obtaining the	Directions to Jahara
Dawn Shard	
After Larsa Joins the	About MI Bur-Omisace
party	
After visiting Mt Bur-	Advice on Vaan's
Omisace	worries
After defeating Judge	Directions to Archades
Bergan	
After visiting the	Directions to Giruvegan
Draktor Laboratory	
After obtaining the	Nothing to say
Treaty-Blade	
After the Sky Fortress	Offers to provide advice
Bahamut is activated	



NO.10: LEGENDS OF OLD

Paying 1 gil to the Rabanastran boy in the middle of East End across from the stairs to Lowtown allows you to hear stories about Rabanastre's history and several other things. The stories change as the game's story progresses.

STORY POINT	CONTENTS	LEAVING LINE
After Reks' arc ends	The state of Rabanastre after losing the war	"You're not worth his lime."
After the close of the new Consul Inauguration Ceremony	How to get to Downtown Rabanastre	"He just wanted to talk."
After Escaping the Barheim Passage	A summary of the Rabanastre Palace attack	"He heard this straight from a take jailer."
Alter receiving the Dawn Shard	The connection between King Raithwall and the demon	"He guesses It can't be thelped."
After visiting Draklor Laboratory	The connection between a mysterious place and a great power	"To be honest, he's completely out of stories."



NO.11: MIGELO'S CHANGING REACTION

After meeting up with Penelo aboard the Leviathan, talk to Migelo in the item shop in Rabanastre to hear how happy he is that she is safe. This conversation can go one of two ways, depending on whether or not you have obtained the Dawn Shard.

Before obtaining the Dawn Shard

Migelo is happy that Penelo is safe, but angry at Balthier and the others for dragging her into everything.

After obtaining the Dawn Shard

Migelo scolds you for not coming back sooner to tell him that Penelo is safe.



NO.12: WAR-CHIEF SUPINELU'S HEALTH

You can find the Garif warrior, War-chief Supinelu, as an ally in the Haulo Green area of the Ozmone Plains before the party visits Jahara for the first time. Even if he gets knocked out on the plains, he will show up to help your party when they first visit Jahara. If he does happen to perish, you'll notice that the text changes slightly to match his experiences. When he is in good shape, he will explain to the Garif clan at the entrance that Vaan and his party have come across the Ozmone Plains. If he is in bad shape after his fight with the monsters, he will be unable to finish explaining his story to the Garif clan.

NO.13: THE WARRIOR CHIEF'S GOODWILL

When leaving Jahara and heading for Mt Bur-Omisace for the first time, the Garif war-chief Supinelu allows you to use their chocobo rental once, free of charge. If you do not use the rental and visit the Tempte Grounds area of Mt Bur-Omisace first, Gurdy will quiz you as to why you haven't taken a chocobo yet.



NO.14: ARROGANT YAAN

After getting nine Pinewood Chops in Archades, you can ride a taxi in the Nilbasse district. For those who don't ride the taxi and continue collecting chops until getting the Sandalwood Chop before talking to the Cab Guide, you can hear a special line and view some very arrogant choices.

NO.15: MOCKED FOR TELEPORTING

Use a teleport stone to visit the Tsenoble area of Archades. Talk to the Prideful Boy nearby to be mocked for using a teleport stone.



Half the height of Vaan, twice the spunk

NO.16: INTERESTING AIRSHIP PASSENGERS

Choose the "By leisure craft" option when flying from one of the airship terminals in each region to explore the airship while in flight. There are some nice shops and a variety of other passengers. The passengers depend on the destination, but here are some who are found on the Rabanastre and Archades flights.

Charming woman in the Sky Saloon on the Rabanastre flight.



This girl will speak to you openly after taking the airship to Rabanastre three times or more.

The innocent girl on the air deck on the Rabanastre flight.



Stand in front of the innocent young girl on the upper deck and she will charge and send you flying.

The loving man in the observation parlor on the Archades flight.



These two have times when they get along great and times when they fight. Try talking to him in different zones.

NO.12 THE TRAVEL LOVING FAMILY

The conversations with the family who loves to fravel change along with your progress through the story. In essence, it doesn't matter which terminal you talk to them in, but there are some differences between the time when you obtain the Dawn Shard and the moment you defeat Judge Bergan. If the family doesn't appear, try leaving and coming back into the terminal a few times.

STORY POINT	TERMINAL	CONVERSATION
After escaping Barheim Passage and returning to Rabanastre	Everywhere	Reason mother loves to travel by air
After obtaining Dawn Shard	Rabanastre	Chocobo failure
m-9	Nalbina Fortress	Mother's make-up failure
	8hujerba	Rivalry with the neighbors
Alter defeating Judge Bergan	Everywhere	Oragon attacking public airways



NO.18: CONVERSATION DURING DEATHGAZE'S ATTACK

You can witness different conversations than usual from the passengers on the regular service airship when Deathgaze appears. Once it shows up, don't defeat it right away; Instead, keep talking to the passengers and escaping to the Private Cabin.

NO.19: CHANGING MERCHANT RESPONSES

When speaking to the traveling merchant Dyce in Balfonheim Port or to Tetran and Lulucce when first arriving at the Eruyl Village, there are two different sets of lines depending on whether or not you have talked to them before. If you didn't talk to Tetran on the Leviathan, your conversation starts with a self introduction when meeting him in the Eruyl Village. Conversely, if you didn't speak with Dyce in the Ogir-Yensa Sandsea or any of his other potential meeting locations, he won't have much to say when you run into him in Balfonheim Port.



NO.20: CHANGING CONVERSATIONS

The conversations with the people listed in the following table change a great deal depending on who leads the party. Try making each character the party leader, then talk to each person.

CHARACTERS WHOSE CONVERSATIONS

OTHINGE DEFENDI	NO ON WHO IS LEADEN
LOCATION	PERSON
East Spur Stairs (Garamsythe Waterway)	Defeated Soldier (vanishes after escaping from the Nathina Dungeons)

CHARACTERS WHOSE CONVERSATIONS CHANGE DRASTICALLY WHEN FRAN IS LEADER

LOCATION	PERSON
Crystal Glade (Giza Plains)	Viera Waytarer (vanishes after the Gil Snapper hunt)
Pithead Junction A (Henne Mines)	Wounded Imperial (vanishes after obtaining the Lente's (Tear key item)
Rava's Pass (Phon Coast)	Viera Waytarer



NO.21: CUTTING REMARKS

Attempting to run away from certain bosses or heading in a different direction from where you should be going can lead to unexpected remarks. At the points shown here, head toward the location specified to enjoy a few acidic remarks at your expense.

LOCATION	PLACE TO GO
During the Air Cutter Remora fight in Nalbina Fortress	Aerial Gardens area of Nalbina Fortress
Heading for the Rabanastre Sandsea after hearing Migelo's request	Southern Plaza area of Rabanastre
Heading toward the Crystal Glade (The Dry) area of Giza Plains after hearing Masyua's story	Throne Road area of Giza Plains
Split off from Balthier and in need of a cab in the Imperial City of Archades	Alley of Muted Sighs area of Old Archades

NO.22: CHOCOBO ONLY MESSAGES

Attempting to enter towns or dungeons while riding a chocobo causes a special message to appear saying that you must dismount or turn back. This message changes depending on the location, as shown here.

MESSAGES DISPLAYED WHEN A CHOCOBO WON'T ENTER AN AREA

PLACE	MESSAGE
Any town or village	"You must dismount to proceed "
Dungeon	"The chocobo refuses to go any further."
Esper Zone	"The chocobo is too scared to proceed any further. Something terrilying lies ahead"



NO.23: NO ESPERS, PLEASE

When one of your party members is accompanied by an Esper, you cannot use airships or chocobos. If you are aware of this and attempt to use them while having an Esper, you can hear different lines. Most of these situations require summoning the Esper outside of the city.

WHERE TO GO:

- · Try to use a regular service airship.
- Try to ride the Strahl from the airship terminal.
- Try to rent a chocobo from Gurdy (the lines differ depending on whether you are in Nathina Fortress or another place).
- Try to ride a stray chocobo (the lines differ depending on whether you are trying to ride the chocobo in the Henne Mines or another place).
- Try to borrow the chocobo from the Imperial Soldier in the Ozmone Plains.



According to the girl at the reception desk there is a chance that the strong magick power exuded by Espers can have a bad influence on an airship's gauges. Sounds like an excuse to me!

System Related

NO.24: SKY PIRATE'S DEN & REKS

The Sky Pirate's Den seems to be Vaan's thing, but during the short amount of time that you play as Reks, it's possible to unlock a few of the Sky Pirate's Den rewards.

GOAL	REWARD
Receive more than 100,000 gil	Penelo
Use the Attack command more than 300 times	→ 8althier
Use the Magick command more than 200 times	Fran
Defeat more than 500 toes.	Basch
Creating a 50-Chain or greater in battle	Montblanc

NO.25: DISTANCE WALKED

A tally of the number of steps taken is kept during the game. The total walked distance can sometimes increase even if you're not actually using the analog stick to move your character. Certain things such as being knocked back when attacked or being pushed around by other characters in towns will increase this number. The distance walked is based on the movements of the party leader.

NO.26: WEAKENED BASCH?!

When first entering the North-South Junction during the escape from the Barheim Passage. Basch obtains a weapon and armor and his appearance changes. At this point, Basch's parameters are actually recalculated as though he had Just gained a level. Oddly enough, his MAX HP and MP could actually decrease due to the slightly random nature of these values. This happens most often if your party members have not leveled up during the Barbeim Passage section.

NO.27: HIDDEN MEANING ON THE WORLD MAP

Look closely at the Isometric location icons displayed on the world map and you'll notice that beneath some of them, there are small colored strips. These strips indicate the different possible ways to warp to those locations.



Blue: A blue strip on the left indicates that a Gate Crystal is present.



Green: If a green strip on the lower-right of the icon is present, an aerodrome is located in that location. After unlocking free movement in the Strahl, the green indicator shows that there's a Strahl Anchor in the area.



Green and Blue: If both the green and blue strips are present, a Gate Crystal and an aerodrome are in the location.



Nothing: If there are no strips underneath the icons, neither a Gate Crystal nor Strahl Anchor can be used to get to that location.

NO.28: STATUS EFFECTS MAXIMUN

Up to 27 different status effects can be applied to a single party member at one time. To do this, you must use items, accessories, spells and even traps. Every status effect aside from X-Zone, KO, Stone, Lure (or Stop) and HP critical (or Disease) can be applied at once!

NO.29: LIMITING AN AREA EFFECT SPELL

If after a character has started to perform an action, his target moves into another zone or the equipment of the character performing the action is changed, the action is interrupted and immediately comes to an end. Making use of this allows you to manipulate area effect actions so that they only hit selected targets. For example, say you are facing a Skeleton and a Steeling in battle. Normally in this situation, casting Curaja would damage the Skeleton but heal the Steeling. However, if you make the Skeleton the

target of the Curaja and quickly change equipment immediately after the Skeleton has been damaged, the spell is cut short and doesn't heal the Steeling.

NO.30: ALTERED VIEW

After completing a hunt or immediately after using a Gate Crystal to move to another zone, you cannot move or input commands for a short period of time. However, you can still move around your viewpoint.

NO.31: MERITS OF A LONE WARRIOR

After more than three characters have joined your party, it's likely that you always use the maximum of three, right? Well, there are a few merits to only using one character!

When using an area effect action on allies

Area effect actions can target all reserve characters. Therefore, If you have only one battle member, you can heal the remaining live reserve characters with a single Curaja spell.

Avoiding traps

When walking down a narrow passage, other battle members often run into traps. You can avoid this by reducing the number of battle members to one at these points.

Surviving enemy area effect attacks

Some enemies have area effect atlacks, such as Zodiark's Darkja, which they use in a regular pattern or fixed time. Reducing your battle members to one prior to this atlack can minimize its effect.

NO.32: MAXIMUM ITEM DROPS

The icons for the items dropped by monsters generally disappear after a set amount of time. If there are already 10 icons in the area before that time runs out, when the 11th icon appears, the oldest symbol will disappear instantly.

NO.33: OBTAINING TRAPPED TREASURE

When a treasure chest appears with a trap underneath it, there is no obvious way to grab the goodies without taking a hit. You could equip the Winged Boots accessory, which provides a constant Float effect, but there is actually an even easier way to get the item. Press lightly on the left analog stick to walk very slowly toward the chest, then as soon as the field sign "!!" appears, press the & button. If there are enemies nearby, make sure the leader's Gambit is in the OFF position.



Slowly make your way to the chest aaaaand, bingo!

NO.34: SWITCHING A TARGETED CHARACTER

When a battle member becomes the target of any kind of action, his name changes to red and he cannot be transferred to the reserve. However, if you use Cure or a potion on a reserve member and then make him a battle member before the action is performed. The character's name remains white, regardless of the fact that he's being targeted. You can also return this character to the reserve.

NO.35: NAME COLORS

When Libra is not in effect on anyone in the battle party, the enemy name displayed in the Target Into box appears as blue, yellow, or red depending on the strength of the targeted enemy compared to the current leader. Unfortunately, boss names are always displayed in white, indicating that the gap between their level and the leader is unknown.



NO.36: STATUS WITHOUT LIBRA

Some allies make it possible to see more than just a target's name and current status effects even if no members of the battle party are using Libra. There are certain ally characters, such as Bansat and Krjn, who only join the party for specific battles. They will make the enemy's Level, HP, and Elemental weakness or just Elemental weakness appear without the use of Libra.

Battle Related 3

NO.37: REVERSE BATTLE CHAIN

A battle chain ends when you defeat a different type of enemy from that defeated previously, but at that instant another chain actually begins! A hidden, "Reverse Battle Chain" exists, linked by continually defeating different types of monsters. A high Reverse Battle Chain slightly increases the chances of items being dropped, but has few real advantages compared to a regular battle chain.

NO.38: MOVE WHEN IMMOBLIZIED

A character affected by the immobilize status may not be able to move by himself, but he can still be moved. If the affected character is pushed by another character or knocked back by enemy attacks, he can end up outside of the center of action. Use an attack with a step-in motion to get back into the action.

NO.39: WAIT FOR US!

The only player you can move directly is the leader, while the other battle members follow. So what happens in situations where the leader runs far away while the other members are busy fighting or can't move for some reason? When the party leader is far away, the other battle members' running speed increases by 1.25 times, so they will eventually catch in

NO.40: BETTER LOOT WITH OMEGA MARK XII

After defeating Omega Mark XII, there is a very small chance that it will drop a Mythril Sword. However, you can improve this chance by simply raising your Chain Level prior to the fight. By doing so, the item drop rates improve even though single-mark Omega Mark XII should be unaffected by Chain Level.

NO.41: BATTLE CHAINING ALLIES

A battle chain occurs not only when you defeat monsters, but also when you defeat allies! In some ways, this chain is even easier than a monster chain because you

only need to go to one other zone for an ally to reappear in the same spot. Thus, you can defeat the ally, go to another zone, come back, defeat the ally, and repeal the process over again. You can even attack different allies to build up a chain as long as they're of the same race!

NO.42: MAGICK AND ACTION TIMING EFFECTS

The amount of damage or healing caused by an action along with whether or not status effects take hold are determined the instant the action reaches the target Knowing this you can do a couple of things to maximize your defensive prowess. First, if a character with the Serenity license grid unlocked (Serenity Increases Magick power when HP are full) uses Curaja to heal all three battle characters, your party benefits the most by selecting the caster as the target of the spell. In this case, Curaja first heals the HP of the target character, bringing his HP back to full and increasing the amount of HP restored on subsequently cured characters.

You can also use attack timing knowledge to protect all of your characters from an enemy area effect status with a single nullification accessory. For example, if the enemy uses an ability such as Disable, select the targeted character first and equip the Black Belt. As soon as "IMMUNE" appears, remove the Black Bett from the targeted character and equip it on the next closest character. Finally, equip the Black Belt onto the final party member to complete your defense.

NO.43: ZERO DAMAGE INDICATORS

If your target is in a counter-attack position, or possesses an attribute that absorbs the attack, their HP will recover by the amount of damage they would normally have received and the attack value will be displayed in green numbers. If absolutely no damage is received or recovered, the number "0" is displayed in red. If an opponent is using "Magic Barrier" or some other neutralization effect, attacks will result in an "IMMUNE" message. If the enemy neutralizes an Esper or Quickening attack, it will also result in a red colored "0".

NO.44: ELEMENTAL DAMAGE AND STATUS EFFECTS

Attacking a monster with an elemental weapon when the foe can nullify or absorb that element will not cause any damage. However, if the weapon has an additional effect, it may still occur at the fixed rate, regardless of the damage being absorbed or healed.

NO.45: COUNTERING DISTANT ENEMIES

A counter enables a character to strike back against an attacking enemy. You may think that you can only counter a ranged attack if the attacking enemy is nearby, but it's actually possible to counter even the most distant enemy. For example, equip a Hand-bomb to an ally and attack another ally with a Sword at long range. If a counter occurs, you will be treated to an awesome display of martial arts.

NO.46: CONTINUOUS "NUMEROLOGY"

The area effect technick Numerology is a special attack that doubles in strength each time it is used, so long as it does not miss. Even though there is an initial damage of 1 (2 to surrounding enemies), after 17 consecutive hits the damage will reach 65,536 (131,072 to surrounding enemies). The 18th attack always misses

and returns the damage to 1. After 17 successful hits, if you then attack an enemy using the option "Safety" with Numerology, they will nullify the damage, but you still have a 13% chance of causing 131072 damage to surrounding enemies.

NO.47: MAGICK WITHOUT MP OR A LICENSE

Normally, you need to purchase a magick spell and learn the appropriate license before you can use it. However, there is a way to use Black Magick without fulfilling either of these conditions. The method is simple: use the technick Shades of Black. This technick allows magic to be used regardless of whether you have the license or own the spell.

NO.48:CONFUSION+INVISIBILITY=TOTALCHAOS

Confused characters will attempt to "fight" an allied character (including themselves). But what happens if all battle members just happen to be Invisible? Unable to find anything to turn their confusion against, the poor character runs off randomly.



Hey guys? Uhh, anybody there? Hello?

NO.49: FAULTY CONCURRENCE?

A Concurrence attack performed after a Quickening will damage all of the enemies around the initially targeted enemy. However, this isn't the case when fighting a boss with minions. If the Quickening damage kills the boss, the battle will end before the surrounding minions are defeated and you won't receive the LP for them.

NO.50: KEEPING INACTIVE CREATURES INACTIVE

You can damage inactive enemies by the surrounding Concurrence damage from a Quickening aimed at a different monster without becoming active. You can use this strategy to deleat powerful inactive monsters, such as the Wild Saurian, even when your party is still quite weak.

NO.51: REPEATEDLY STEAL FROM AN ENEMY

Since you can only steal once from each enemy, after Steal is successful you normally need to go at least two zones away and cause the enemy to respawn before you can steal again. Bosses and marks are an exception to this rule, though. Simply go into a neighboring area to steal from them again. Near the start of the game you can use this technique to repeatedly steal the Glass Jewel (which can be sold for 115 Gil) during the Wraith bunt.

In addition there are some bosses and marks that you can steal from multiple times without having to go to another Zone.

ENEMY	CONDITIONS
Roak x4	Defeat a Rook (only after defeating first Rook)
Dr. Cid (2nd fight)	Reduce HP to less then 50%
Gabranth (1st fight, 2nd fight)	Reduce HP to less then 50%
Gilgamesh (†st time)	Each time HP reduced by 20% of MAX (can steal once at 80%, 60%, 40% and 20%).

ENEMY	CONDITIONS
Gilgamesh (2nd time)	Each time HP reduced by 20% of MAX (can steal once at 80%, 60%, 40% and 20%).
Shadowseer	When enemy calls Pandemonium

MONSTERS

NO.56:LV. 99 RED CHOEOBO

Red and Black Chocobos normally roam the Haulo Green area of the Ozmone Plains. However, if you meet a specific set of requirements, a chocobo called Lv. 99 Red Chocobo may appear. When defeated, this titan can drop valuable items such as a Ribbon or Gemsteel.

After gaining free use of the Strahl, travel to the Ozmone Plains area and deteat six or more Red and Black Chocobos, then enter or reenter the Haulo Green area. Upon arrival there is a 1 in 256 chance for the Lv.99 Red Chocobo to appear. If the enemy does not show up, simply go two zones away (Dagan Flats) and return. Keep in mind this can take a very long time.

NO.57: ONE-TIME ATTACKS REPEATED

The Flowering Cactoid's Thousand Needles or Feral Retriever's Balance are attacks that these monsters should only be able to use once per battle. However, if you move far away from that enemy, or if all current battle members are knocked out after these attacks have been used, the enemy can use the attack again.

NO.58: EXP FROM ALLIES

Fundamentally, there are no merits for defeating the allies who fight with you on the field, such as the Dalmascan soldiers. However, it is possible to garner a few experience points and gil if you defeat certain allies at the following levels.

ALLY	LOCATION	PARTY LEVEL	EXP
Rabanastre Watch	Dalmasca Westersand	4	20
	Dalmasça Estersand	5	
Bangaa Hunter	Giza Plains (The Dry)	4	
Garif Hunter	Giza Plains (The Rains)	22	
Seeq Fisher	Phon Coast	37-38	145-29

NO.59: LEVEL 99 MONSTERS

Some monster actions, such as Cannibalize or Mystery Waltz, raise the monster's level. Furthermore, it is possible for monsters with these actions to use them enough times to reach level 99. Note that the Wild Saurian only consumes nearby wolves while in its inactive "friendly" state.



The Wild Saurian can become level 99 if it uses the Cannibalize ability enough times. Can you defeat it?

NO.60: PUSHY CHOCOBOS

Vaan and the others can push monsters around by walking into them, but some heavier monsters (such as the Clay Golems or Slaven Wilders) only move a small bit. To move them further, simply hop onto a chocobo. When riding a chocobo, it's possible to push around all enemies-no matter how heavy they are.

NO.61: OVERCOME ORTHROS'S DISLIKE OF MEN

Elite Mark Orthros has an affinity for women. Normally, he won't appear unless you have a party consisting of nothing but women. As long as Fran, Penelo, and Ashe are your main party members. bringing either Larsa or Reddas along as a guest member won't cause Orthros

NO.62: MONSTERS' NATURAL HEALING

Monsters that have lost sight of your party gradually recover HP over time Even monsters such as Hell Wyrm and Yiazmat, which won't regain HP when the party exits the zone, aren't exceptions to

NO.63: DECOY AND THE BA'GAMNAN CLAN

Of all the monsters in the game, the only ones incapable of nullifying Decoy status are the Ba'Gamnan Clan (Ba'Gamnan, Bwagi, Gijuk, and Rinok). Cast Decoy on an ally in Reflect status and bounce the spell onto one of them to get things started. In theory, they should now begin to tear each other apart, right? Wrong. They will continue their attack as though nothing has changed. On top of this, your own battle members ignore their Gambits and attack the Decoy enemy.

NO.64: UNIQUE MANDRAGORA ENDINGS

You will light five monsters called the Mandragoras in the Hall of Lambent Darkness area of the Sochen Cave Palace. You can defeat them in any order, but depending on the one you defeat last, the beginning of the event scene that plays immediately after the battle changes slightly. You can see each of the different Mandragoras' unique personalities depending on which of them goes down

NO.65: BASCH AND GABRANTH

The second battle with Judge Gabranth takes place in the Central Lift area of Sky Fortress Bahamut. When his remaining HP falls below 50%, he responds by speaking a few lines. The content can change depending on whether or not Basch is in your party



If Basch is in your party Gabranth will be



If Basch is not in your party. Gabranth will still be mean-just in a slightly different way

NO.66:GILGAMESH AND ENKIDU'S BOND

The Elite Mark Gilgamesh spouts some bold lines when his HP falls below 80% each time you fight him. If you haven't defeated Enkidu at this point, then an additional line is added

NO.67: GILGAMESH'S WEAPON COLLECTION

Many of the weapons used by Gligamesh are replicas of those from previous FINAL FANTASY games.

Orichalcum Replica

A replica of the Orichalcum, this is a short sword that has been a regular in the FINAL **FANTASY series**

Excalibur Replica

A replica of the Excalibur, the moon crest on the hill is based upon the design from FINAL FANTASY V.

Excalibur XII

This is a replica of the Holy Sword Excalibur. This one is also based on the FINAL FANTASY V model, but this one has a sun emblem on the hilt

Steel Cutter Replica

A replica of the Steel Cutter blade used by the summon monster Odin. It has a blue black blade with an unnerving face set into

Buster Sword Replica

A replica of the Buster Sword, this mighty blade was used by Cloud, the main character from FINAL FANTASY VII.

Gunblade Replica

This is a replica of the Gunblade used by Squall in FINAL FANTASY VIII. There is a small chocobo printed on the blade.

Brotherhood Replica

This is a replica of the Brotherhood sword used by Tidus in FINAL FANTASY X.

Legendary Sword

A replica of the Legendary Sword found in Dragon Warrior I - III.

NO.68: KNOCK BACK

When using the Attack command, "knock back" can sometimes occur. This means that the enemy is pushed back a little after being hit. If the knock back occurs on the blow that kills an enemy, you will see a special animation of the enemy being sent flying. This does not work on monsters larger than a human, though

NO.69: PANICKY MALBORO MINIONS

When fighting the Wild Malboro mark. ignore its smaller minions and Instead defeat the Wild Malboro first. With their leader history, the other Malboros fall into a panic and simply stop attacking.

NO.70: BESTIARY STAMPS

You can view all monsters you have previously defeated in the Clan Primer Bestiary. Look closely and you'll see that some monsters have a stamp on them.



Mark



Elite Mark



Rare Game





Hunt Club Rare Game

ITEMS

NO.71: VICTORY CELEBRATIONS

After defeating a tricky boss or mark, you will hear the traditional FINAL FANTASY battle victory music. When you hear this sound, watch what your character's reactions very closely. They will celebrate with their favorite weapons

NO.72: LOST NOTE AND SECRET STASH

In the Phase 2 Dig point area of Henne Mines, you can find a Discarded piece of paper. This is actually a fragment from the diary of one of the workers in the mine. Read it to learn that a worker's secret stash is hidden in the mine. The hint states to go "around 4." In other words, go somewhere near the Special Charter Shaft area, which looks like a "4" on the map. Search around here to find the treasure of Bacchus's Wine x3 and Mega Elixir x2



Well, I guess it kinda looks like a "4."

NO.73: MEGA FANG DAMAGE

The Blue Fang, Red Fang, and White Fang items normally deal damage equivalent to 25% of the target's Max HP. Depending on how it is used, though, it is possible to deal damage that is greater than 100% of the larget's HP. To do so, equip a Pheasant Netsuke and a weapon that strengthens the attribute of the Fang you're using, then attack the target's weak point. Doing so deals more damage than 100% of the target's HP and allows you to defeat it in a single attack.

NO.74: NO MIST CHARGE RECOVERY

If one of your characters has the Goddess Tear or Dawn Shard equipped and a different character triggers a Quickening, the character with the MP 0 item equipped cannot participate in the Quickening combo. During the Quickening combo attack, these items deny those characters the ability to select the Mist Charge command to prepare their Mist Charges for attack

NO.75:THE UNLUCKY MERCHANT

You can find an Unlucky Merchant in the Outpost near Dalmasca Estersand, This merchant's chocobo loves to scatter gil around, and has buried all of his profits around the camp. The "glittering things" scattered around the outpost are actually his profits. Follow the map here to obtain



After the Inauguration Ceremony, this merchant will move to the South Bank Village part of the Dalmasca Estersand. Even at this new location, his chocobo will bury his profits in the ground. After speaking to the merchant, a "mysterious glint" will randomly appear in one of the locations marked on the map shown here. Each time you leave the zone and return. the random item will reappear.



You can get 1 Gil, 3 Gil, 5 Gil, or a Teleport Stone at one of these random locations

NO.76: OVERPRICED BAZAAR GOODS?

Among the items you can obtain through the Bazaar are several items that you can find in the shop. In most cases, it is cheaper to obtain these through trading. One of these items, the Large Gloves (Blazer Gloves) is 1300 gil cheaper if you buy it from a shop. Other bazaar goods, such as the Flask of Oily Liquid (Ether) and A Mysterious Substance (Dark Matter) are also cheaper if purchased from the shop, but the conditions for getting them to go on sale are quite tough.

NO.77: ATTACK MOTION AND STANCE VARIETY

Weapons can be used by any character in your party provided they have the license panel opened. Use the same weapon type with more than one character and you'll notice that each character's stance and attack animation differ ever so slightly.









NO.78: TITLE DEMO MONSTERS

FINAL FANTASY XII opens with a beautiful introductory sequence that shows a montage of some of the most impressive imagery the game has to offer. Hang around for the entire introduction and near the end you'll notice that the game flashes through multiple enemies in the span of less than a second each

















9. Ultima

10. Elder Wyrm



12. Firemane









19. Exodus



21 Mateus

22. Zeromus







26. Yiazma.



27. Garuda





29. Belias





31. Earth Tyrant

NO.79: A.K.A (CHANGING NAMES)

When you approach characters with whom you can converse, their names appear above their head. For some characters, however, this name will change. In the Highgarden Terrace area of Archades, for example, one of the characters named Archadian Gentry turns out to be the owner of the Hunt Club after you talk to him, and his name switches to Hunt Club Owner.

NO.80: THE JOVIAL SEEQ'S LOST LAUGH

There is a store near the other side of the civilian house in the Northern Area of Rabanastre Lowtown that resembles a weapons shop. Inside you will find a seed with the name Jovial Seeg. As his name implies, he is almost always laughing loudly. However, if you visit him at a certain time, he won't be laughing. This occurs after you have escaped from the Barheim Passage, but before you have completed the Waterway Haunting hunt The hiding child mentioned by Milha, the mission's client, is actually Deeg, this seeg's son. After you complete the Wraith hunt, his spirits pick up once again.



The Jovial seeq laughing it up.

NO.81: REUNITE WITH JINN IN RABANASTRE

When the rainy season comes to the Nomad Village in the Giza Plains, move onward. During the story, the rainy season first comes to Giza after you obtain the Dawn Shard. If you go to the Southern Plaza section of Rabanastre at this point, you can meet Jinn. Talk to him and he explains that the rainy season has come, and that there is no one in the nomad settlement

NO.82: GURDY TAKES TO THE SKY

After obtaining the Sword of Kings but prior to defeating Judge Bergan, the chocobo rental owner Gurdy disappears from the Sand-strewn Pass in the Mt Bur-Omisace. Rotate the camera down and look up into the sky to find out where

NO.83: THE MOOGLES EIGHT

The Moogles Eight are doing their dance near the bridge at Old Archades. What you may not notice, though, is that as you examine the dancing moogles, the camera cycles between three different viewpoints beginning with the view from above and in front, switching the view from above and behind, and finally getting down at their level for a close-up view.



Look at 'em shake their puffballs!

NO.84: THE FACE OF IMPERIALS

Find the Imperial Soldier picking over the wares in front of the weapon shop in the West Ward area of the Nalbina Fortress. Although Archadian Soldier's normally have their visors down, this one's visor is wide open. Rotate the right analog stick to



Guess they're not all smiling under there

NO.85: THE CHOCOBO WHO LOVES PEOPLE

Chocobos in rental pens normally ignore Vaan and his friends. However, the friendly chocobos found in the West Barbican area of the Nalbina Fortress are an exception to this rule. If they notice Vaan and his friends, they will move over to them.



Sorry... no carrots today

NO.86: PSYCHEDELIC CÚCHULAINN

Cúchulainn has a crazy special effect that gives him his unique look. Summon him and cast Vanish on him to make him look even crazier!



Wooah, trippy!

NO.87: PEDESTRIANS AND ESPERS

If you are in Summon Beast mode in the West Barbican area of the Nalbina Fortress, pedestrians may bump into the Summon Beast. You would expect them to go flying away, but they actually just continue on their way



A seeq tests Zeromus's patience.

NO.88: VIEWING THE ZONE BEYOND

Approach almost any zone break line (the dotted line that separates two zones) and you'll notice that the area on the other side is nearly as detailed as it looks after passing over the zone line. Also, pay attention to the zone line in areas where townspeople are traveling in between zones. You can watch them travel to the other side and actually catch up with them if you follow them through the zone!



Check out the bazaar beyond the line and the strolling patrons.

NO.89: DANGLING MOOGLES

Moogles across the land have a variety of cute poses. Of special note are the moogles hanging from the sides of shop counters and banisters. These little guys are sometimes hanging just a few feet from the ground, but they're kicking their legs as if their life depends on it.



That's a long drop for a moogle.

NO.90: SAVE 1100 GLL!

After escaping Rabanastre and entering the Garamsythe Waterway, Balthier and Fran join the party, bringing with them Cure, Fire and First Aid. As such, you can obtain these for free at this point in the story without purchasing them from a shop.

NO.91: THE ULTIMATE COMBO!

If you select Attack with certain weapons, a combo may occur where multiple attacks are performed one after another. The maximum number of combo attacks 12, and if all of them connect, the final attack count number will be displayed larger than usual.

NO.92: CHANGING STOPPING ANIMATION

Press the left analog stick for less than three seconds, then release it. You'll notice that your party leader stops suddenly in his tracks. Now try pressing on the left analog stick for longer than three seconds and releasing it. This causes your lead character to bend a bit at the knees upon stopping.

NO.93: AIRSHIP CREW

If you select By Leisure Craft when flying, the names of the crew are announced upon take off. The crew's names are fixed for each possible route. The names of the Captain and Chief Steward are often taken from the names of the cities between which the routes fly. Also note that the coloring of the female crews' uniforms are also different, depending on the route.

NO.94: SECRETS OF THE GREAT CRYSTAL

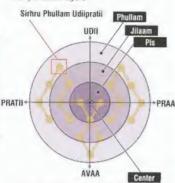
Each zone in the Great Crystal has a peculiar name. Although they may appear meaningless, each name has a meaning that helps to identify where in the Great Crystal that zone is located.

Let's take the Sirhru Phullam Udiipratii, as an example. "Sirhru" indicates the layer. Use the following chart to determine that Sirhru means Silurian, which indicates that this area is on one of the higher layers away from the core. The "Phullam" section of the name corresponds to Phloem, which indicates the distance from

the core (Phloem is the furthest possible distance away). Lastly, "Udilpratil" indicates North (Udil) and West (Pratil), showing that this area is Northwest from the centre.



The location map alone doesn't show it, but the Great Crystal is actually comprised of many different layers



Overview of the Sirhru level within the crystal.

NAME	MEANING	GREAT CRYSTALS
Peak	Peak	CEFINED Crystal Peak is
Kanbhru		obviously the top.
Vikaari	Ordovician	Kanbhru, Vikaari,
Sirbru	Silurian	Sirhru, Dhebon.
	41.41100	Kabonil, Bhrum, Trahk and Jula are all
Dhebon	Devonian	named after prehistori
Kabonii	Carboniterous	periods, with the
Bhrum	Permian	oldest period coming
Trahk	Triassic	highest inside Great
Jula	Jurassic	Crystal. Crystal Core is obviously the central
Core	Core	core.
Prama	Ground	Crystal Ground is when the teleporter links you with Giruvegan.
PIS	Pith	Pls, Jilaam and Phullar
Jilaam	Xylem	indicate the Interior,
Phullam	Phlòem	central part, and exterior part of a plant, and are used to show distance from the core inside Great Crystal as indicated on the nearby diagram of the Sirhru region
Udli	North	Udii, Avaa, Praa and
Avaa	South	Pratii Indicate North,
Praa	East	South, East and West direction in relation to
Pratii	West	the core.
A	Up	A, Dha and Vikaari are
Dha	Down	used to indicate where
Vikaari	Shift	a teleporter will take you. "A Vikaari" mea move up a layer and Oha Vikaari means h move down a layer.
Sthaana	Set	Sthaana indicates a location with a wall control switch.

NO.95: A UNIQUE SCENE FOR ASHE

After defeating Gilgarnesh, he sneaks up and tries and take the legendary sword that is stuck in the ground. When this occurs, the current party leader senses Gilgamesh's presence and turns around, then gets a puzzled look on his face after

turning back. If Ashe is your party leader, she acts differently than the others. Ashe places her left hand on her chin, then tilts her head as if thinking.

NO.96: SPECIAL BOSS REWARDS

After defeating certain monsters (mainly bosses). Montblanc passes along gil and thanks from across the world that have been entrusted to him by individuals or organizations to hand out as a reward for a job well done.

MONSTER	THANKS RECEIVED
Flan x4	Rabanastre Rulers
Firemane	Rabanastre Healers
Mimic Queen	Rabanastre Girl
Demon Wall (Front)	Ancient Ruins Study Group
Demon Wall (Interior)	Ancient Ruins Study Group
Earth Tyrant	Merchant Caravan
Tiamat	Henne Miners
Elder Wyrm	Viera Guard
Vinuskar	The Platinum Gulld
King Bomb	Salikawoods' Patrol
Ahriman	Barkeep
Mandragora	Mandragora Friends Association
Hell Wyrm	Montblanc
Rattlesia	Garif Warrior
Daedalus	Montblanc
Tyrant	Montblanc
Hydro	Clan Buckaboo
Humbaba Mistant	Nabreus People
Fury	Nabreus People
Bellas	Minstrel
4 Espers	Minstrel
8 Espers	Minstrel
All 13 Espers	Minstrel

NO.97: DIFFERENT AIRSHIP SCENES

Both the *Strahl* and airship terminal methods of transportation include a special takeoff event that lasts just a few moments. Depending on certain factors, these events will vary.

Strahl

Takeoff is shown from three random camera angles. Also, weather affects the takeoff view. If it's raining, the sky will seem cloudy and you can watch the rain bounce off the *Strahi* as it takes to the skies.



Just one of many cool airship scenes.

Airship Terminal

When flying out of an airship terminal, you may notice that different people on the ground see you off depending on which terminal you're leaving from.

DEPARTURE	DEPARTURE FRIENDS
Rabanastre	Bangaa, hume male, hume female
Nalbina Fortress	Bangaa with a box on his shoulder, Imperial
Bhuļerba	Hume male, 1 or 2 moogles, bhujerba guide
Archades	A hume family (father, mother, and son)
Barfonheim Port	2 pirates, hume male waiting for luggage



The pirate departure could use more Ninjas.

NO.98: MOOGLING ATTENDANTS' SPECIAL ACTIONS

In Rabanastre, there is a useful teleport service run by a Moogling Attendant. When you first speak to them, they look up in excitement as you make your selection. Upon choosing a location, the Moogling Attendant bows down, then quickly jumps up, and waves goodbye. When you finally arrive at your destination, the Moogling Attendant there gives you another wave of introduction.



The cutest Moogle yet!

NO.99: CHOCOBO RIDERS

Vaan stands in for your entire party when in a town or city, regardless of who your party leader is. However, this isn't the case when your party is riding chocobos. Select any party member as your leader and hop onto a chocobo. You'll notice that the lead party member you chose is riding the Chocobo instead of Vaan. Once you're on a chocobo, you can't change your lead party member until you hop off the chocobo.



Basch... chocobo wrangler supreme.

NO.100: FIERY-EYED CHOCOBOS

Hop on a chocobo and press the

button
to sprint. Swing the camera around to the
front and stare into the giant bird's eyes.
They're a glowing red color!



This redeye wasn't caused by the camera.

Cone-Handed Weapons

LOCATION

LOCATION

The most versatile and plentiful weapons in the game, one-handed weapons have one distinct advantage over other classes: they allow the use of a shield. This feature greatly enhances survivability, especially when coupled with the Gauntlets accessory.





im Passage, Bhuji

Jaltyna, Rabanastre

labanastre, Bhujerba,

Našbina







Daggers gain speed over swords at the expense of attack power. Several daggers also have useful additional effects. A dagger's damage is determined by your character's strength and speed compared against the enemy's defense.



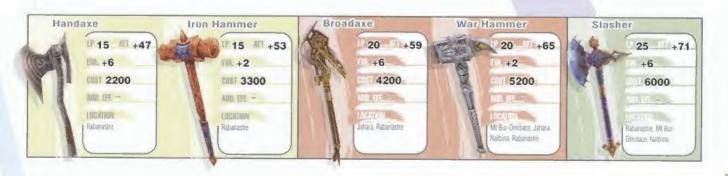






AXES & HAMMERS 2 AXES & HAMMERS 2 AXES & HAMMERS 4 AXES & HAMMERS 4 AXES & HAMMERS 5 AXES & HAMMERS 7

The axe and hammer class offers huge attack power with a twist: the damage variance is far less consistent than compared to other weapons. Although a sword may consistently strike a foe for 400-500 HP, an axe or hammer may strike that same foe for 800 HP... or 30 HP! For this class of weapons, the weapon damage is determined by the following: your character's strength and vitality, the weapon's attack rating, and the enemy's defense. All axes add 6 to Evasion, while all hammers add 2 to Evasion. Axes also attack slightly faster than hammers.









The damage a mace inflicts is based on the weapon's attack power, the magick power of the user, and the enemy's defense. That said, a support character geared entirely for magick power rather than strength or other stats will make good use of a mace. The ability to use a shield also enhances the survivability of those characters. All maces add 4 to Evasion.





Measures

MEASURES 1

MEASURES 2

MEASURES 3

These peculiar weapons function much like guns in that damage is calculated based solely on the weapon's attack power, completely ignoring the target's defense. They differ greatly, however, in that the target is often inflicted with beneficial status effects like Protect or Shell!

As the attack rating for measures is generally low, they tend to function as a buffing tool. You can target your own party members with low-damage hits that serve to strengthen your party without the use of MP. All measures add 25 to Evasion while still allowing the use of a shield, making those who use measures hard targets indeed. Measures are more useful for those characters who are only used as support and unlikely to ever actually engage the enemy. If MP management is a concern, use measures to buff your party, and then swap them out for more conventional weaponry.





Two-Handed Weapons

While two-handed weapons do not allow the use of a shield, they compensate for it by consistently inflicting more damage than one-handed weapons. Only axes and hammers approach the damage potential of two-handed weapons, albeit inconsistently. Although it would seem natural that larger weapons would attack less quickly, this is not the case. In fact, most two-handed weapons attack just as quickly, and occasionally more quickly, than their one-handed counterparts.

Greatswords

STORYLINE ITEM

GREATSWORDS 1

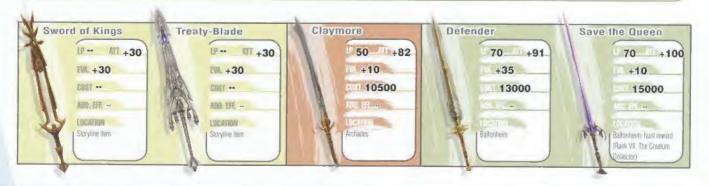
GREATSWORDS 2

GREATSWORDS'3

EXCALIBUR

TOURNESOL

Greatswords don't start appearing until late in the game, but they are worth the wait. As the most consistently powerful weapons in Final Fantasy XII. these swords are at home in any damage-dealing character's hands. Greatsword damage is calculated based on your character's strength, the greatsword's attack rating, and the enemy's defense.





Katana Katana Katana Katana Masamune

While katana tend to have lower attack ratings than greatswords, they more than hold their own in damage potential thanks to frequent combo attacks. Katana score two or more hits per combat round far more often than any other weapon type, except for ninja swords and poles. To further take advantage of this, equip either the Genji Gloves (which increases the rate of combo attacks) or the Cat-ear Hood (which increases the character's speed by 50; this more than doubles the amount of turns a character gets, vastly increasing the opportunities for a combo attack to occur).

Katana damage is affected by a character's strength and magick power, the katana's attack rating, and the opponent's defense. Magick power as a factor for a highly powerful weapon adds an interesting twist, allowing a support character geared for magick power to also contribute as a heavy frontline damage dealer. All katana add 5 to Evasion, but make sure that a character in this role (one who deals heavy melee damage with a katana while equipped for magick power rather than, say, defense) does not draw too much of the enemy's attention. Lacking a shield and meaningful Evasion bonuses makes one particularly vulnerable to harsh enemy attacks.



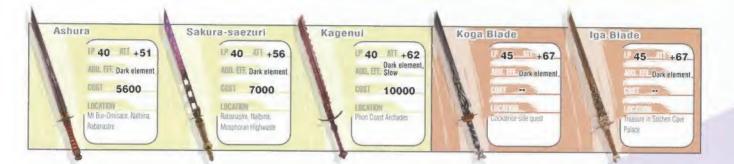


NINJA SWORDS 1

NINJA'SWORDS 2

YAGYU DARKBLADE

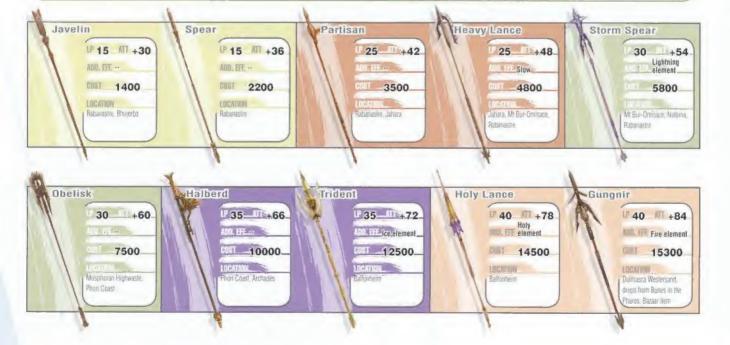
A less frequently seen partner to katana, ninja swords are even more prone to combo attack than katana, which makes them terrific options for damage dealers. All ninja swords contain the Dark element, so avoid using them against enemies that are immune to Dark (or even worse, absorb it). Ninja sword damage is calculated based on your character's strength and speed, the ninja sword's attack rating, and the enemy's defense. Note that all ninja swords add 20 to Evasion. These factors make ninja swords better suited than katana for characters who are traditional damage dealers. As with katana, Genji Gloves or the Cat-ear Hood serve to make ninja swords far more potent.





SPEARS1 SPEARS2 SPEARS3 SPEARS5 DRAGON, WHISKER ZODIAC SPEAR

The brute force weapon of FINAL FANTASY XII. This group contains perhaps the strongest weapon in the game, the Zodiac Spear. Spears factor in your character's strength, the spear's attack rating, and the enemy's defense when calculating damage dealt. All spears add +8 to Evasion.

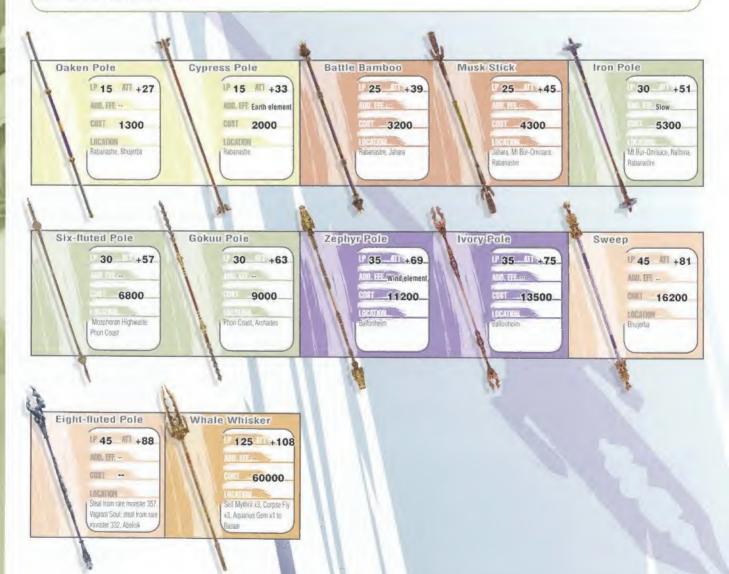






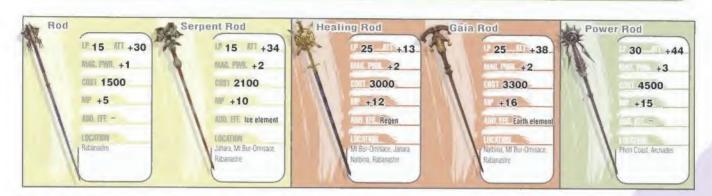
Like katana and ninja swords, it's easy to combo attack with poles on a frequent basis. Pole damage is calculated based on your character's strength and the pole's attack rating, like most weapons, but instead of checking these factors against an enemy's defense, they are checked against the enemy's magick defense!

Throw high attack ratings and frequent combo attacks on top of this to create a weapon class that completely decimates opponents without Shell or a strong magick defense. All poles add 25 to Evasion as well—not a bad figure for a two-handed weapon. As with katana and ninja swords, accessories that enhance combo attacks or speed are preferred.





Rods are similar to maces in that they are ideal for support/magick-oriented characters. They differ, however, in that their strength does not lie in actually striking the enemy; rods add magick power and extra MP to characters equipped with them. A few of them also add beneficial status effects on contact, All rods add 6 to Evasion. If you do choose to hit an opponent with a rod, your character's strength, the rod's attack rating, and the enemy's defense are used to determine the damage dealt.







Staves augment magick users as well, but in a different way. Many staves actually power up certain elements. For example, the spell Blizzaga will cause far more damage when cast with an Ice Staff than without it. When used during melee combat, staves take into account character strength and magick power, staff attack, and enemy defense to determine damage. All staves add 8 to Evasion.



Ranged Weapons

This weapon class offers many benefits over more traditional fare, with a few negatives to balance things out. Ranged weapons prevent a party member from equipping a shield and, for the most part, they do not enhance Evasion in a meaningful way. They also tend to attack less rapidly than melee weapons.

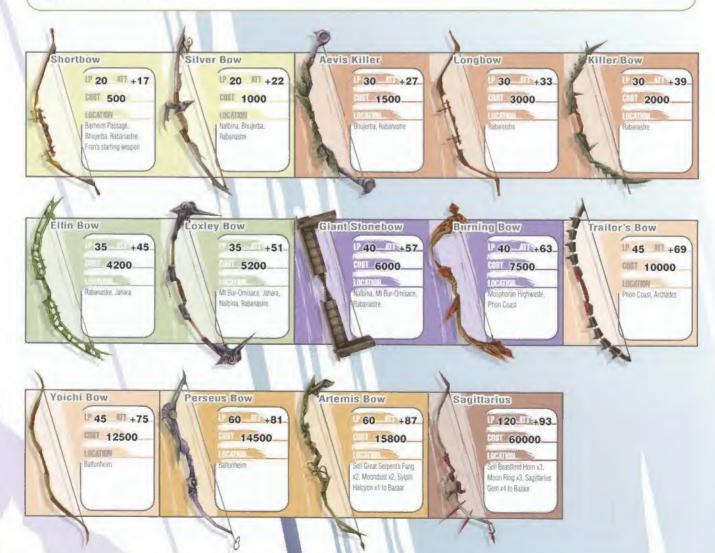
Now for the good news! Ranged weapons allow attacks from a distance, often out of harm's way. Enemies must close the gap to counter-attack. Equipping your party members with ranged weapons also makes it more likely that they will be spread out, causing area-of-effect technicks and magicks (such as Firaga) to hit perhaps just one or two party members rather than the entire party. In some situations (e.g., against enemies that can inflict effects like Disable or Stop to multiple characters at once), this can be a lifesaver.

Ranged weapons require ammunition: arrows for bows, bolts for crossbows, shot for guns, and bombs for hand-bombs. The ammunition will oftentimes inflict status effects on enemies, such as Stop or Disable. The weakening and positional advantages of ranged weapons can more than compensate for the lack of a shield, especially for characters set up as support. Ranged weapons are also required to hit flying monsters as melee weapons cannot strike these enemies without the technik Telekinesis, which does not show up until late in the game.

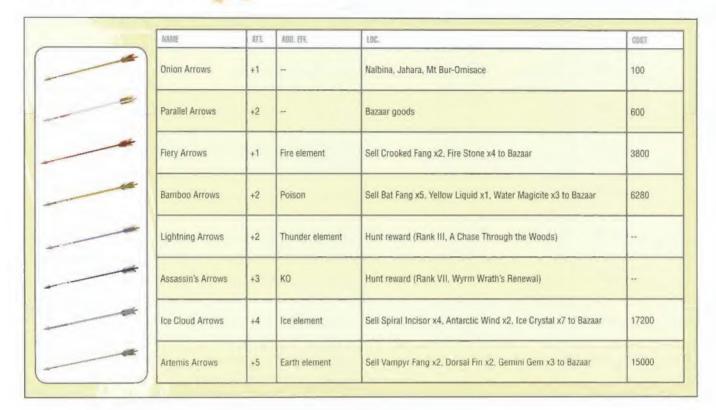


Bows provide the most basic ranged damage option. These weapons allow attacks from a distance at the expense of using a shield. They also add no peripheral stats beyond their base attack, and have no additional effects.

However, many arrow types do have additional effects, and the infrequency of crossbow and gun upgrades means that bows are often a good option. Bow accuracy is also affected by the weather in a given region. For example, rain has an adverse effect. Bow damage is determined by the attack power of the bow and arrow, your character's strength and speed, and the enemy's defense. It is also worth remembering that enemies cannot counter bow attacks. Bows do not grant a bonus to Evasion.



Bow Ammunition—Arrows



Crossbows

CROSSBOWS 1

CROSSBOWS 2

CROSSBOWS 3

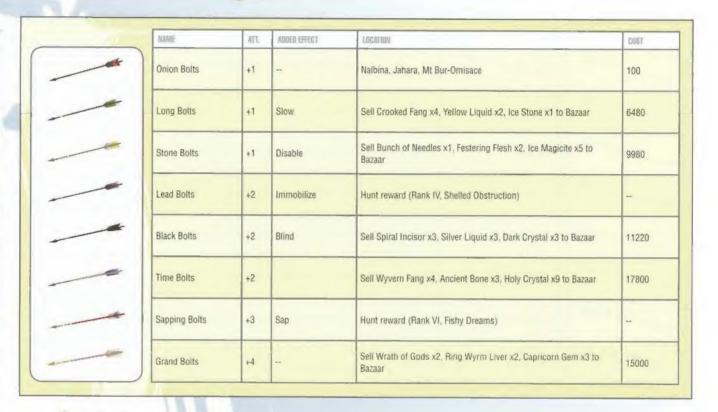
CROSSBOWS 4

All crossbows add 5 to Evasion. While crossbows do not possess additional effects, crossbow ammunition often does. Enemies cannot parry or counter crossbow attacks, although crossbow attacks may simply miss. Crossbow damage is determined by the attack power of the crossbow and bolt, your character's strength, and the enemy's defense.





Crossbow Ammunition—Bolts



GUNST GUNS 2 GUNS 3 GUNS 4 GUNS 5 GUNS 6

Although guns are slow to fire (they take almost twice as long as any other weapon type), they compensate by being 100% accurate! All guns add 10 to Evasion. While guns have no additional effects, their munitions often do. Note that enemies cannot parry, block, or counter gun attacks. Gun damage is determined solely by the attack power of the gun and its ammunition. An enemy's defense is of no consequence when determining damage.







Gun Ammunition—Bullets

NAME	ATT.	ADDED EFFECT	LOCATION	COST
Onion Shot	+1		Nalbina, Jahara, Mt Bur-Omisace	100
Silent Shot	+1	Silence	Self Fish Scale x2, Green Liquid x1, Dark Stone x3 to Bazaar	1680
Aqua Shot	+3	Water element	Sell Yensa Scale x1, Green Liquid x3, Water Stone x4 to Bazaar	2980
Wyrmfire Shot	+3	Fire element	Back to Barheim side quest reward	
Mud Shot	+2	Earth element, Blind	Sell Ichthon Scale x4, Silver Liquid x3, Earth Crystal x3 to Bazaar	9080
Windslicer Shot	+4	Wind element	Sell Ring Wyrm Scale x4, Silver Liquid x5, Wind Crystal x7 to Bazaar	15200
Dark Shot	+4	Dark element	Hunt reward (Rank V, The Black Sorcerer)	
Stone Shot	+3	Petrify	Sell Mirror Scale x2, Tyrant Bone x2, Libra Gem x3 to Bazaar	15000

Hand-Bombs Hand-Bomes Hand-Bomes Rand-Bomes Rand-Bomes

Hand-bombs serve as the ranged equivalent of the axe and hammer class. They can inflict big-time damage, or they may cause little damage at all. Hand-bombs take into account your character's strength and vitality, the hand-bomb's attack rating, and the enemy's defense when determining damage dealt. The bombs that serve as hand-bomb ammunition often come equipped with useful additional effects. Like bows, hand-bombs do not provide an Evasion bonus.



Hand-Bomb Ammunition—Bombs

NAME	ATT	ANDED EFFECT	LOCATION	COST
Onion Bombs	+1	-	Nalbina, Jahara, Mt Bur-Omisace	100
Poison Bombs	+2	Poison	Sell Bomb Shell x1, Fire Crystal x3 to Bazaar	9800
Stun Bombs	+2	Stop	Hunt reward (Rank V, The Deserter's Revenge)	-
Stink Bombs	+2	Sap	Hunt reward (Rank VII, Carrot Stalk)	-
Oil Bombs	+3	Oil	Sell Bomb Ashes x3, Book of Orgain x2, Fire Crystal x3 to Bazaar	10625
Chaos Bombs	+4	Confuse	Sell Bomb Shell x4, Book of Orgain-Cent x3, Fire Crystal x7 to Bazaar	17800
Water Bombs	+5	Water element	Sell Book of Orgain x3, Putrid Liquid x3, Water Crystal x10 to Bazaar	7800
Castellanos	+6	*	Sell Bomb Fragment x3, Frog Oil x2, Arles Gem x3 to Bazaar	12000

Shields & Armor

Shields SHIELD SHIELDS SHIELD

Characters equipped with one-handed weapons can and should equip a shield. Shields greatly increase survivability in battle by allowing your characters to block incoming attacks, completely negating the damage they would otherwise sustain. They occasionally provide extra benefits as well; for example, immunity to certain elements or automatic status effects. One shield toward the end of the game even comes equipped with a variety of negative status ailments to compensate for its extremely high evasion rating!

Shields become especially potent when coupled with the Gauntlets accessory. However, one downside to using shields is you lose the option to use two-handed and ranged weapons, which tend to cause more damage than one-handed weapons. This really isn't a huge obstacle when you consider that you could equip one character with a shield and keep the Decoy magick active on that character. This approach forces the character into a "tanking" role and frees up your remaining characters to focus on dealing damage.











Light Armor

Light armor is the most basic armor type and it can be the most useful armor for a large part of the first half of the game. Light armor generally adds a very sizeable bonus to HP as well as moderate defense. When in doubt, light armor is usually a safe bet. Even near the end of the game, when heavy armor and mystic armor provide bonuses that can far outweigh that which light armor offers, the HP bonus can still prove useful when used with the Bubble spell or Bubble Belt accessory.

	NAME	PHECE	LEC. REQ.	UP.	HP	MP	DEF.	MAG. RES.	STR.	MAG. PVVR.	VIII.	SPD.	ADD. EFF.	LOCATION	COST
	Leather Cap	Head	Light Armor 1	10	10	2.0	2.0	4		8.4		40		Rabanastre	100
Ť	Leather Glothing	Body	Light Armor 1	10	10		4							Rabanastre	100
Ŧ	Headgear	Head	Light Armor 2	15	20		**	5	**	++				Rabanastre	200
rifs,	Chromed Leathers	Body	Light Armor 2	15	20		5			-	-			Rabanastre, Barheim Passage	200
	Headguard	Head	Light Armor 2	15	30			6	***	-			**	Rabanastre, Nalbina, Bhujerba	300
*	Leather Breastplate	Body	Light Armor 2	15	30	**	6	pa.		-		-	-	Rabanastre, Nalbina, Bhujerba	300
3	Leather Headgear	Head	Light Armor 3	20	40			8		**			-	Rabanastre, Nalbina, Bhujerba	500
186	Bronza Chestplate	Body	Light Armor 3	20	40		8	4		-				Rabanastre, Nalbina, Bhujerba	500
6)	Horned Hat	Head	Light Armor 3	20	50		**	10	÷4	-				Rabanastre, Bhujerba	700
T	Ringmail	Body	Light Armor 3	20	50		10	-	1		-	-		Rabanastre, Bhujerba	700
2	Balaclava	Head	Light Armor 4	25	90			12	1		-	~	-	Rabanastre	100
m	Windbreaker	Body	Light Armor 4	25	100	4.6	12			-			50% Wind resist	Rabanastre	100
*	Soldier's Cap	Head	Light Armor 4	25	110			14	-	-		**	-	Rabanastre, Jahara	140
金、	Heavy Coat	Body	Light Armor 4	25	120	-	14					-	-	Rabanastre, Jahara	140

-							_									
		NAME	PIECE	UC. REQ.	1P	HÞ	MP	DEF	MAG, RES.	SIR.	MAG. PWR.	VIT,	SPD.	ADD. EFF.	LOCATION	COST
•		Green Beret	Head	Light Armor 5	25	130			16		44		3	-	Rabanastre, Jahara	1900
	P.	Survival Vest	Body	Light Armor 5	25	140	-	16		***		5			Rabanastre, Jahara	1900
4	3	Red Cap	Head	Light Armor 5	25	150	-		18		+-	3			Rabanastre, Jahara, MI Bur- Omisace	2500
•		Brigandine	Body	Light Armor 5	25	160	4.	18	-		-	-	~	~~	Rabanastre, Jahara, MI Bur- Omisace	2500
A	5	Headband	Head	Light Armor 6	30	170	20		20	2	-	A.A.	na.	Also.	Rabanastre, Mt Bur-Omisace	3200
1	P3.	Jujitsu Gi	Body	Light Armor 6	30	180	~	20		2			-	-	Rabanastre, Mt Bur-Omisace	3200
	R	Pirate Hat	Head	Light Armor 6	30	230	-	-	23			**			Rabanastre, Naibina, Mt Bur- Omisace	4000
2	G	Viking Coat	Body	Light Armor 6	30	240		23	444		**		2-	Immune to Water	Rabanastre, Nalbina, Mt Bur- Omisace	4000
6	9	Goggle Mask	Head	Light Armor 7	30	270	**	**	26				-	Immune to Blind	Rabanastre, Nalbina	4900
3	Ž.	Metal Jerkin	Body	Light Armor 7	30	280		26		-					Rabanastre, Nalbina	4900
4	•	Adamant Hat	Head	Light Armor 7	30	310			29	4.0	-	**	10.00	Weak to Ice, 50% Fire resist	Mosphoran Highwaste, Phon Coast	5900
3	a	Adamant Vest	Body	Light Armor 7	30	320		29	**		-		i++	Weak to ice, Immune to Ice,	Mosphoran Highwaste, Phon Coast	5900
9		Officer's Hat	Head	Light Armor 8	35	350	**	1	32	-			3	50% Fire resist	Phon Coast, Archades	7000
No.		Barrel Coat	Body	Light Armor 8	35	360	-	32			**	-	-	Ann	Phon Coast, Archades	7000
•	7	Chakra Band	Head	Light Armor 8	35	390	-	11	34	2	**		-	w	Archades, Baltonheim	8100
d	(Power Vest	Body	Light Armor 8	35	400	~	34	-	2					Archades, Baltonheim	8100
78	٢	Thief's Cap	Head	Light Armor 9	35	460			36		-	na.	-4		Balfonheim	9300
0		Ninja Gear	Body	Light Armor 9	35	470		36	2.		**		3	_	Balfonheim	9300
		Gigas Hat	Head	Light Armor 9	35	530		~-	38	-	2	-		20	Balfonheim	10700
	0	Gigas Chestplate	Body	Armor 9	35	540	н	38		-	2			-	Balfonheim	10700
8		Chaperon	Head	Light Armor 10	50	600		-	40	-					Baltonheim	12400
		Minerva Bustler	Body	Light Armor 10	50	610		40							Balfonheim, steal from monster Foobar	12400

	NAME	PIECE	LIC. REQ.	(þ	HP	MP	DEE	MAG. RES.	STR.	MAG. PWR.	WL	SPD.	ADD. EFF.	TOCATION	COST
4	Crown of Laurels	Head	Light Armor 10	50	680	-		42	-	-			died.	Balfonheim	14500
*	Rubber Suit	Body	Light Armor 10	50	700		42	-				973	Immune to Lightning	Baltonheim	14500
or.	Renewing Marian	Head	Light Armor 11	50	370		-	44	-		4	-	Equip: Regen	Ranabastre Lowtown, drops from Nightwalker in the Stilshrine of Miriam	16000
常	Mirage Vest	Body	Light Armor 11	50	800		45		-		10	10		Rabanastre Lowtown, steal from rare monster 73, Disma	16000
*	Dueling Mask	Head	Light Armor 12	100	800	**	**	45	2					Treasure in the Pharos	879
新	Brave Suit	Body	Light Armor 12	100	10		40	**				V-10	Equip: Bravery	Treasure in the Great Crystal upper layer, treasure in the Henne Mines eastern section	

Heavy Armor

91100

Heavy armor is commonly used by frontline fighters. Although it doesn't usually offer the HP bonuses of light armor or the magick power benefits of mystic armor, it does offer plenty of strength and defense. As most weapons primarily factor in strength when determining damage, selecting the right armor class for damage dealers is often a no-brainer. For much of the game, heavy armor doesn't really provide much benefit over light armor. However, toward the end of the game when enemies start striking much harder and offering up increasingly stalwart defense, heavy armor becomes a great option.

Early on in the game, HP is extremely important, so it makes sense to use light armor. However, as your characters level up and gain access to the Bubble spell, raw HP becomes less of a concern and reducing the damage your characters take per hit becomes more important. This is especially true when facing many of the game's strongest adversaries. You should be aware that one specific encounter in the game penalizes the use of heavy armor through greatly increased charge time on actions.

	NAME	PECE	LIC. REQ.	Įþ.	HP '	MP	DEF.	MAG. RES.	STB.	MAG. PWR.	VII.	SPO.	ADD. EFF.	LOCATION	COST
3	Leather Helm	Head	Heavy Armor 1	20	44	2	-	5	2			200	-	Rabanastre	500
	Leather Armor	Body	Heavy Armor 1	20			6	779	2	my			Tra .	Rabanastre	500
A	Bronze Helm	Head	Heavy Armor 1	20	4.	1	~	6	2	**	-		int	Rabanastre, Nalbina, Bhujerba	700
×	Bronze Armar	Body	Heavy Armor 1	20			7	-	2	-	-	-	# K	Rabanastre, Nalbina, Bhujerba	700
3	Sallet	Head	Heavy Armor 2	25			-	7	3	**	-	-	-	Rabanastre, Bhujerba	1000
*	Scale Armor	Body	Heavy Armor 2	25	**	**	9		3			3		Rabanastre, Bhujerba	1000
Mari	Iron Helm	Head	Heavy Armor 2	25	**			9	3	44	200	-	-	Rabanastre, Bhujerba	1400
(\$)	Iron Armor	Body	Heavy Armor 2	25	-	wy-	11	AA	3	-	1			Rabanastre, Bhujerba	1400
-	Barbut	Head	Heavy Armor 3	30	448	arab.	_	11	4					Rabanastre	1900

More Heavy Armor +



	NAME	PELE	LIC. 8EQ.	LP	₩	WP	DEE	MAG. HES.	SIA.	MAG. PWR.	VII.	spn.	ADD. EFF.	LOCATION	COST
*	Maximillian	Body	Heavy Armor 9	60			58	1	9	-		6		Necrohol of Nabudis, drops from Elvoret in the Necrohol of Nabudis	17000
×6.	Grand Helm	Head	Heavy Armor 10	90				40	12	-	#		**	Drops from rare monster 26. Tower	***
	Grand Armor	Body	Heavy Armor 10	90			61		12	-	-			Drops from rare monster 38, Helvinek	-

Mystic Armor

While mystic armor lacks the versatility and HP bonuses of light armor and the defense and strength of heavy armor, it compensates for these deficiencies by offering large bonuses to magick power. This has a marked effect on all magick actions, whether it's using magicks like Firaga to damage the enemy, magicks like Curaja to heal your party, or magicks like Slowga to enfeeble your opponents.

The magick power statistic also comes into play with certain specialized weapon types (staves, katana, and maces) when determining melee damage, so mystic armors can be indirectly useful in this area as well. Several of them also offer terrific bonuses, like the complete absorption of harmful elements. For example, getting hit with Holy while wearing a White Mask will heal instead of harm. This diversity in mystic gear makes different pieces worth carrying around to give you options in counteracting harmful magicks, should the need arise.

The main drawback to mystic armor is its lack of physical defense when compared to heavy or even light armor. To counter this, consider setting one character up specifically as a "tank," using the "Decoy" spell to keep the enemy's attention off the character sporting the mystic armor.

	NAME	PECE	LIC. REQ.	fb.	HP .	Mh	DEF.	MAG. RES.	STA.	MAG. PWR.	VIT.	SPD.	ADD. EFF.	ROCATION	COST
*	Cotton Cap	Head	Mystic Armar 1	15				4		2		-	65.50	Rabanastre	100
R	Cotton Shirt	Body	Mystic Armor 1	15			4			1		-	78	Rabanastre	100
Q	Magick Curch	Head	Mystic Armor 1	15	-	5		5		2	-			Rabanastre	200
T	Light Woven Shirt	Body	Mystic Armor 1	15	-		5	-	ē	2	-		_	Rabanastre	200
A	Pointy Hat	Head	Mystic Armor 2	20		-19	79.	6	44	2	**		All	Rabanastre, Nalbina, Bhujerba	300
	Silken Shirt	Body	Mystic Armor 2	20		-	6			2		**	-	Rabanastre, Nalbina, Bhujerba	300
*	Topkapi Hat	Head	Mystic Armor 2	20	~	ž.	8	-	W.Y	3		**	-	Rabanastre, Nalbina, Bhujerba	500
Nº	Kılimweave Shirt	Body	Mystic Armar 2	20	**	~	8	4		3		-	-	Rabanastre, Nalbina, Bhujerba	500
3	Calot Hat	Head	Mystic Armor 3	20	~			10	-	3		-	-	Rabanastre, Bhujerba	700
· Mic	Shepherd's Bolsro	Body	Mystic Armor 3	20			10	-	-	3		**	10.0	Rabanastre, Bhujerba	700
1	Wizard's Hat	Head	Myslic Armor 3	20	-		-	12	+	4	ia.		-	Rabanastre	1000
M	Wizard's Robes	Body	Mystic Armor 3	20		5	12			4	1			Rahanastre	1000

*Morn Mysite Aemar -

	NAME	PIECE	LIG. REQ.	LP	HP	MP	DIF.	MAG. RES.	STR.	MAG. PWR.	VIIL	SPB.	ADO. EFT.	LOCATION	1200
201	Lambent Hat	Head	Mystic Armor 4	25				15	-	4	-	3	-	Rabanastre, Jahara	1400
	Chanter's Djellaba	Body	Mystic Armor 4	25			14	200	AL	4	5			Rabanastre, Jahara	1400
*	Feathered Cap	Head	Mystic Armor 4	25	-	-	-	18	-	5				Rabanastre, Jahara	1900
	Traveler's Vestment	Body	Mystic Armor 4	25	-	-	16	0.0a		5		4.	**	Rabanastre, Jahara	1900
£.	Mage's Hat	Head	Mystic Armor 5	25	-	10	-	21		5			**	Rabanastre, Jahara, Mt Bur-Omisace	2500
ň	Mage's Habit	Body	Mystic Armor 5	25	-	10	18		<i>-</i> 11	6	-	-	~	Jahara, Mt Bur-Omisace	2500
No	Lamia's Tiara	Head	Mystic Armor 5	25		ы	44	25	-	4	7	-		Rabanastre, Mt Bur- Omisace	3200
er H	Enchanter's Habit	Body	Mystic Armor 5	25			21	-		7	10		-	Rabanastre, Mt Bur- Omisace	3200
1	Sorcerer's Hat	Head	Mystic Armor 6	30		20		29	**	6				Rabanastre, Nalbina, Mt Bur-Omisace	4000
PE	Sorcerer's Habit	Body	Mystic Armor 6	30	40	20	24	-		8			to.	Rabanastre, Nalbina, Mt Bur-Omisace	4000
	Black Cowl	Head	Mystic Armor 6	30		a.a		33		5	8.0	4	Anai	Rabanastre, Nalbina	4900
Ø4	Black Garb	Body	Mystic Armor 6	30			27	-		6		3	-	Rabanastre, Nafbina	4900
	Astrakhan Hat	Head	Mystic Armor 7	30		44	-	37	-	6				Mospheran Highwaste. Phon Coast	5900
*	Carmagnole	Body	Mystic Armor 7	30		1	29			7			+-	Mosphoran Highwaste, Phon Coast	5900
	Gaia Hat	Head	Mystic Armor 7	30	80	-		41		7			-	Phon Coast, Archades	7000
N.	Maduin Gear	Body	Mystic Armor 7	30		-	31	-		8	10	77		Phon Coast, Archades	7000
žė:	Hypnocrown	Head	Mystic Armor 8	35				44	2	7				Archades Balfonheim	8100
Te	Jade Gown	Body	Mystic Armor 8	35		-	33	**	~	8				Archades	8100
O	Gold Hairpin	Head	Mystic Armor 8	35		-		47	-	7	8			Baltonheim	9300
1	Gaia Gear	Body	Mystic Armor 8	35	100		35	-	4-	8	**			Baltonheim	9300
	Celebrant's Miter	Head	Mystic Armor 9	35		-	-	50	-	6		5		Balfonheim	10700
	Cleric's Robes	Body	Mystic Armor 9	35	_	-	37	ži.		9				Balfonheim	10700

	NAME	PRECE	LIC. REQ.	151	I(P	MP	OEF.	MAG. RES.	STR.	MAG, PWR.	VII.	SPD.	ADOL EFF.	Lecation	COST
(3)	Black Mask	Head	Mystic Armor 10	50	**	**	-	53	-	8	1	47	Absorbs Dark element	Balfonheim	12400
	Black Robes	Body	Mystic Armor 10	50			38	ėm.	-	10			-	Baltonheim	13500
8	White Mask	Head	Mystic Armor 10	50		1	8.4	56		8	-	-	Absorbs Holy element	Balfonheim	14500
1	White Robes	Body	Mystic Armor 10	50	1	1	38	BA .	-	10		+4		Balfonheim	13500
<u></u>	Galden Skullcap	Head	Mystic Armor 11	50	-			58		10		3	-	Barheim Passage, drops from Dead Bones in the Pharos	16000
	Glimmering Robes	Bady	Mystic Armor 11	50			39	+	7	12	10		-	Barheim Passage	16000
%	Circlet	Head	Mystic Armor 12	100		-		60	2	10		84.00	a.a	Treasure in the Pharos	
16	Lordly Robes	Body	Mystic Armor 12	100			40	an.	5	15			-	Treasure in the Pharos	

Genji Armor

A set assembled from legend and belonging to an ancient man of mystery, Genji armor offers many of the benefits of advanced heavy armor sets with a few twists thrown in. The entire set requires only one license and only one set of this armor exists in the game! During your time in Clan Centurio, you may well come across an opportunity to claim this unique set—don't let it slip away!

	MAME	PIECE	LIC. REQ.	LP	DEF.	MAG. RES.	EVA.	MAG, EVA.	STR.	MAG. PWR.	ADD. EFF.	LOCATION
	Genji Shleld	Shield	Genji Armor	150		da	30	5			- Aug	Steal during "Battle on the Big Bridge" clan hund
4	Genji Helm	Head	Genji Armor	150	-		37	37	9	4	-	Steal during "Battle on the Big Bridge" clan hunt
	Genji Armor	Body	Genji Armor	150	-	_	56		9	3	Improves chance to counter.	Steal during "Battle on the Big Bridge" clan hunt
29.0	Genji Gloves	Accessory	Genji Armor	150				8.0			Improves chance of scoring multiple hits.	Steal during "Battle on the Big Bridge" clan bunt

Accessories

Rounding out the vast number of equippable items, accessories offer countless benefits for many situations. Whether it's to prevent harmful status effects like Stop and Disable, add permanent beneficial effects like Haste or Bubble, or to enhance damage or defense capabilities, accessories should be an essential part of your party's arsenal.

	RAME	LLG. NEEDED	flı	EHETS .	LOCATION	0881
	Orrachea Amulet	Accessories 1	5	+25 HP	Giza Plains, given by Tomaj at the Sandsea	250
×	Bangle	Accessones 2	15	Equip: Libra	Giza Plains	500
Bo	Steel Gorget	Accessories 2	15	Raises strength when HP Critical.	Dalmasca Westersand	1500
g.	Armguard	Accessories 3	25	Reduces physical damage taken when HP critical.	Dalmasca Estersand	800
	Tourmaline Ring	Accessories 3	25	Immune: Poison	Dalmasca Westersand	300
*	Gauntlets	Accessories 4	35	Improves chance to block with a shield.	Dalmasça Westersand	1200
	Battle Harness	Accessories 4	35	When attacked, automatically counter with weapon in hand.	Dalmasca Westersand	1000
ß.	Leather Gorget	Accessories 5	35	Raises magick power when HP Critical.	Dalmasca Westersand	1500
	Rose Corsage	Accessories 5	35	Immune: Silence	Dalmasca Westersand	800
	Amber Armlet	Accessories 6	35	Increases physical damage dealt while empty- handed.	Eruyt Village	6600
ą	Sash	Accessories 6	35	Immune: Slow	Eruyt Village	500
	Argyle Armlet	Accessories 7	40	Immune; Blind	Eruyt Village	600
À	Blazer Gloves	Accessories 7	40	Raises strength when character has full HP.	Eruyt Village	3200
۲	Jade Collar	Accessories 7	40	Improves chance of avoiding attacks.	Eruyt Village	3200
T	Jackboots	Accessories 8	45	Immune: Immobilize	Rabanastre Lowfown, Mt Bur-Omisace	600
No.	Black Belt	Accessories 8	45	Immune: Disable, Vitality +8	Rabanastre Lowtown, Mt Bur-Omisace	600
	Golden Amulet	Accessories 8	45	Doubles license points earned.	Rabanastre Lowtown, Mt Bur-Omisace	4500
	Magick Gloves	Accessories 9	30	Increases magick power when HP is full.	Eruyf Village, Mt Bur-Omisace	3200
3	Nishijin Belt	Accessories 10	40	Immune: Sleep	Mt Bur-Omisace	800
	Thiet's Cutts	Accessories 10	40	Enables the theft of superior and rare items.	Mt Bur-Omisace	3000
No.	Gillie Boots	Accessories 11	45	Immune: Oil	Phon Coast, Mt Bur-Omisace	700
T.	Quasimodo Boots	Accessories 11	45	Immune: Sap	Phon Coast, Mt Bur-Omisace	800

7	Ruby Ring	Accessories 12	60	Equip: Reflect	Phon Coast, Mt Bur-Omisace	8500
¥.	Firefly	Accessories 12	60	Reduces EXP earned to Q, Strength +2.	Phon Goast	5000
\$	Steel Poleyns	Accessories 12	60	Move safely past traps. Detense +1	Phon Coast	1000
	Fuzzy Miter	Accessories 13	60	Immune: Petrify	Old Archades	1200
N.	Bowline Sash	Accessories 13	60	Inimune: Contuse	Old Archades	1000
*	Winged Boots	Accessories 13	60	Equip, Float	Old Archades	500
À	Pheasant Netsuke	Accessories 14	70	Improves potency of restorative items such as potions.	Old Archades	4000
•	Embroidered Tippet	Accessories 14	70	Doubles EXP earned.	Old Archades	5000
	Cameo Belt	Accessories 14	70	Improves chance to hit.	Balfonheim	9000
	Power Armlet	Accessories 15	70	Immune: Stop, Strength +2	Balfonheim	5200
0	Opal Ring	Accessories 15	70	Magicks will not bounce off targets with Reflect status.	Balfonheim	16000
**	Bubble Belt	Accessories 15	70	Equip: Bubble	Rabanastre Muthru Bazaar	19800
No.	Ring of Renewal	Accessories 16	70	Equip: Regen, Defense +6, Magick Resist +5	Necrohol of Nabudis, complete Air Carrier side quest	18000
7	Indigo Pendant	Accessories 16	70	Improves chance to strike with magick.	Inside Airship	5000
7	Turtleshell Choker	Accessories 17	80	Enables casting of magicks with gil, rather than MP.	Bhujerba	9300
ğ	Agate Ring	Accessories 17	80	Nullities weather and terrain effects on elemental damage.	Dalmasca Westersand	3000
9	Diamond Armlet	Accessories 18	50	Obtain superior Items from chests, coffers, and the like.	Dalmasca Estersand	20000
Į.	Hermes Sandals	Accessories 18	50	Equip: Haste	Barheim Passage	20000
Ø	Sage's Ring	Accessories 19	100	Reduces MP cost by half. Absorb: Holy.	Old Archades	22000
)	Nihopalaoa	Accessories 20	120	Reverses effects of restorative Items such as Pottons, Phoenix Downs, and Remedies; affects allies and foes alike.	Rabanastre Muthru Bazaar	30000
9	Cat-ear Hood	Accessories 20	120	Move with great celerity. Vitality +20, Speed +50.	Rabanastre Muthru Bazaar	30000
*	Ribbon	Ribbon	150	Immune to all negative status effects.	Drops from rare monster 44, Vishno; treasure in the Henne Mires east section, treasure in the Pharos; drops from level 99 Red Chocobo	_
	Genji Gloves	Genji Armor	150	Improves chance of scoring multiple hits.	Steal during "Battle on the Big Bridge" clan hunt	

Abilities

Technicks

Technicks are abilities that do not require Mist Points to use, although they often have prerequisites for their use. Some technicks can cause damage in unusual ways, or save your character in an emergency when items and MP are strained. A few of them are useful for weakening your foes or judging their weaknesses. To use a technick, follow these two steps: 1. Purchase a technick scroll from a merchant; and 2. Unlock the required license on a character's license board.

Name	LP	Effects	Location	Cost
Steal	15	Steal from one foe.	Rabanastre	1600
Libra 20		Reveal more detailed target information.	Rabanastre	500
First Aid	20	Restore HP to one HP critical ally.	Rabanastre, Nalbina	700
Charge	30	Restore user's MP, If the technick fails, MP is reduced to 0.	Rabanastre, Nalbina, Bhujerba	1700
Poach	30	Capture HP critical foes to obtain foot. No EXP/LP is earned from poached monsters.	Rabanastre, Nalbina, Bhujerba	7000
Souleater	35	Consume HP to deal damage to one foe.	Rabanastre, Nalbina	6400
Horology	55	Deal damage based on a factor of time to all foes in range.	Rabanastre, Nalbina, Bhujerba	2000
Infuse	35	Fully consume user's MP, changing one ally's HP to 10 times that amount.	Rabanastre, Nalbina, Jahara, Archades	2000
Bonecrusher	30	Consume HP to reduce the HP of one fee to 0.	Rabanastre, Archades	7000
1000 Needles	35	Deal 1,000 damage to one toe.	Mosphoran Highwaste	7000
Stamp	40	Inflict one foe with any status effect on the user. Does not remove status effects from user.	Archades	4500
Addle	30	Lower one foe's magick power.	Rabanastre, Archades	3500

Name	LP	Effects	Location	Cost
Shades of Black	40	Cast a random black magick on one foe.	Archades	5000
Expose	35	Lower one foe's defense.	Balfonheim	3800
Achilles	40	Render one foe vulnerable to an additional element.	Rabanastre, Nalbina, Jahara	8800
Gil Toss	35	Throw gil, damaging all foes in range.	Rabanastre, Nalbina, Jahara	2000
Charm	30	Cause one foe to confuse friend with foe.	Rabanastre, Nathina, Jahara	5000
Sight Unseeing	40	Unleash an attack only available when blind.	Rabanastre, Nalbina, Jahara	6800
Shear	35	Lower one foe's magick resist.	Rabanastre, Nalbina, Jahara	3600
Wither	35	Lower one foe's strength.	Balfonheim	3500
Revive	40	Fully consume user's HP, reviving and fully restoring HP of one KO'd ally.	Balfonheim	10000
Telekinesis	80	Deal ranged damage with melee weapons.	Necrohol of Nabudis	7100
Numerology	40	Deal damage that increases with successive hits.	Rabanastre, Nalbina, Bhujerba	2048
Traveler	65	Deal damage based on total steps taken to all foes in range.	Rabanastre, Nalbina	6700

Magicks

Magicks offer many powerful and unique abilities at the cost of Mist Points (or MP). Having MP as a limiting factor prevents magicks from being too powerful and forces you to carefully manage MP. The difference in how you handle a tough fight will often come down to how well your gambits are utilized to help conserve and maintain MP. Many passive Augment abilities exist only to help generate and maintain MP, and items like the Sage Ring and Turtleshell Choker lessen or after the cost of casting magick. To cast magick, you must purchase the appropriate magick scroll and unlock the accompanying license.

White Magicks

As the curative school of magick, White Magick enables the easier to restore the health of your party members. It also has a few offensive-minded options for the dark creatures of the world.



Name	Lic. Req.	LP	MP	*MP to Cast	Effects	Location	Cost
Cure	White Magick 1	15	8	5	Restore a small amount of HP to one ally.	Rabanastre, Nalbina	200
Cura	White Magick 3	30	32	22	Restore HP to all allies in range.	Rabanastre, Bhujerba, Dalmasca Westersand, Eruyt Village	1500
Curaga	White Magick 5	45	28	19	Restore a large amount of HP to one ally.	Rabanastre, Nalbina, Eruyt Village, Mt Bur-Omisace	3200
Curaja	White Magick 6	50	68	47	Restore a large amount of HP to all allies in range.	Balfonheim	11700
Renew	White Magick 8	105	98	68	Fully restore the HP of all allies in range.	Dalmasca Westersand	39600
Raise	White Magick 3	30	22	15	Revive one KO'd ally.	Rabanastre, Bhujerba, Dalmasca Westersand, Eruyt Village	1900
Arise	White Magick 6	50	50	35	Revive and fully restore the HP of one KO'd ally.	Baltonheim	9700
Esuna	White Magick 4	35	24	16	Remove harmful status effects from one ally.	Eruyt Village, Mt Bur-Omisace	2800
Esunaga	White Magick 7	55	72	50	Remove harmful status effects from all allies in range.	Balfonheim	14900
Blindna	White Magick 1	15	В	5	Remove Blind from one ally.	Rabanastre, Nalbina	200
Vox	White Magick 2	20	8	5	Remove Silence from one ally.	Rabanastre, Bhujerba	300
Poisona	White Magick 2	20	8	5	Remove Poison from one ally.	Rabanastre, Nalbina	200
Stona	White Magick 3	30	12	8	Remove Stone/Petrify from one ally.	Rabanastre, Bhujerba	800
Cleanse	White Magick 5	45	20	14	Remove Disease from one ally.	Phon Coast	5800
Dispel	White Magick 5	45	16	11	Remove beneficial status effects from one foe	Rabanastre, Nalbina, Phon Coast	4500
Distielga	White Magick 6	50	36	25	Remove beneficial status effects from all foes in range.	Battonheim	8200
Regen	White Magick 4	35	16	11	Restore one ally's HP over time. Removes Sap.	Rabanastre, Eruyi Village, Mt Bur-Omisace	1900
Holy	White Magick 7	55	60	42	Deal heavy holy damage to one loe.	Balfonheim	11200

*MP to Cast w/hlf Chann. Lie

Black Magicks

Black magicks exist for one purpose: destruction! With a wide variety of very powerful spells capable of hitting multiple targets, Black magicks are ideal for offensive support characters. Also, use them to great effect in conjunction with the Warmage and Headhunter Augment abilities.



Name	Lic. Req.	LP	MP	*MP to Cast	Effects	Location	Cost
Fire	Black Magick 1	15	8	5	Deal fire damage to one foe.	Rabanastre, Nalbina	200
Thunder	Black Magick 1	15	8	5	Deal lightning damage to one fee.	Rabanastre, Nalbina	200
Blizzard	Black Magick 1	15	8	5	Deal ice damage to one foe,	Rabanastre, Nathina	200
Water	Black Magick 2	25	12	8	Deal water damage to one foe.	Rabanastre, Bhujerba	800
Aero	Black Magick 2	25	16	11	Deal wind damage to all foes in range.	Rabanastre, Eruyl Village	1200
Fira	Black Magick 3	35	18	12	Deal fire damage to all foes in range.	Rabanstre, Nalbina, Eruyt Village, Mt Bur-Omisace	3000
Thundara	Black Magick 3	35	18	12	Deal lightning damage to all foes in range.	Rabanstre, Nalbina, Eruyt Village, Mt Bur-Omisace	3000
Blizzara	Black Magick 3	35	18	12	Deal ice damage to all foes in range.	Rabanstre, Nalbina, Eruyt Village, Mt Bur-Omisace	3000
Bio	Black Magick 4	40	24	16	Inflict Sap and deal damage to all foes in range.	Rabanastre, Nalbina, Phon Coast	4900
Aeroga	Black Magick 4	40	38	26	Deal heavy wind damage to all foes in range.	Archades	6800
Firaga	Black Magick 5	45	42	29	Deal heavy fire damage to all foes in range.	Balfonheim	8200
Thundaga	Black Magick 5	45	42	29	Deal heavy lightning damage to all foes in range.	Balfonheim	8200
Blizzaga	Black Magick 5	45	42	29	Deal heavy ice damage to all foes in range.	Balfonheim	8200
Shock	Black Magick 6	50	34	23	Deal heavy damage to one foe.	Balfonheim	9400
Scourge	Black Magick 6	50	48	33	Inflict Sap and deal heavy damage to all foes in range.	Balfonheim	11200
Flare	Black Magick 7	70	48	33	Deal massive damage to one loe.	Baltonheim	11200
Ardor	Black Magick 7	70	60	42	Deal massive fire damage to all foes in range.	Barheim Passage	15600
Scathe	Black Magick 8	120	70	49	Deal massive damage to all foes in range.	Necrohol of Nabudis	18100

*MP to Cast w/all Chann. Lic

Time Magicks

Designed for warping the fabric of time and space, this school of magick allows for the hastening of your affies and the slowing of your foes. There are other options that are designed to press your advantage over your foes by stripping them of abilities.



Name	Lic. Req.	LP	MP	'MP to Cast	Effects	Location	Cost
Haste	Time Magick 5	40	20	14	Speed up one ally's actions by 50%.	Rabanastre, Nalbina, Eruyt Village, Mt Bur-Omisace	3400
Hastega	Time Magick 7	110	70	49	Speed up the actions of all allies in range by 50%.	Dalmasca Estersand	16600
Slow	Time Magick 1	20	8	5	Slow one fee's actions by 50%.	Rabanastre, Nalbina	200
Slowga	Time Magick 7	110	24	16	Slow the actions of all foes in range by 50%.	Balfonheim	10400
Immobilize	Time Magick 1	20	16	11	Immobilize all foes in range.	Rabanastre, Bhujerba	600
Disable	Time Magick 2	25	16	11	Prevent all foes in range from taking action.	Rabanastre, Bhujerba	600
Stop	Time Magick 6	45	20	14	Halt the actions of one fee.	Rabanastre, Nalbina, Mt Bur-Omisace	3700
Reflect	Time Magick 2	25	12	8	Cause magicks to be reflected from one ally.	Rabanastre, Bhujerba	800
Reflectga	Time Magick 7	110	24	16	Cause magicks to be reflected from all allies in range.	Archades	6800
Float	Time Magick 5	40	20	14	Allow all allies in range to walk on air. Avoids traps.	Rabanastre, Eruyt Village, Mt Bur-Omisace	2800
Break	Time Magick 3	30	14	9	Turn one foe to stone after a short time.	Rabanastre, Bhujerba, Dalmasca Westersand	900
Countdown	Time Magick 6	45	8	5	Reduce one foe's HP to 0 after a short time.	Rabanastre, Nalbina, Eruyt Village, Mt Bur-Omisace	3100
Balance	Time Magick 4	35	18	12	Area damage equal to difference in caster's current and max HP.	Rabanastre, Eruyt Village	1500
Bleed	Time Magick 4	35	12	В	Heavily damage one toe over time. Inflicts Sap.	Rabanastre, Eruyt Village	1100
Warp	Time Magick 3	30	18	12	Banish all toes in range.	Rabanastre, Eruyt Village	1700

*MP to Cast w/all Chann. Lic

Green magick seeks to enhance your character's abilities while weakening those of your enemy. When overwhelmed by multiple foes wielding vicious magicks, rely on spelfs like Sleepga and Silence to turn the tide of the fight.



Name	Lic. Req.	LP	MP	*MP to Cast	Elfects	Location	Cost
Protect	Green Magick 1	25	8	5	Raise one ally's defense by 25%.	Rabanastre, Nalbina, Bhujerba	200
Protectga	Green Magick 7	105	36	25	Raise defense of all allies in range by 25%.	Balfonheim	9400
Shell	Green Magick 2	30	8	5	Raíse one ally's magick resist by 25%.	Rabanastre, Bhujerba	300
Sheliga	Green Magick 7	105	40	28	Raise magick resist of all allies in range by 25%.	Balfonheim	9900
Bravery	Green Magick 6	50	24	16	Increase one ally's physical attack damage by 30%.	Rabanastre Muthru Bazaar	5800
Faith	Green Magick 6	50	24	16	Augment one ally's magick by 30-50%.	Rabanastre Muthru Bazaar	5800
Blind	Green Magick 1	25	10	7	Lower one foe's chance to hit.	Rabanastre, Nalbina, Bhujerba	200
Blindga	Green Magick 5	45	20	14	Lower the chance to hit of all foes in range.	Archades	6800
Silence	Green Magick 3	35	8	5	Prevent one foe from casting magicks.	Rabanastre, Bhujerba	400
Silencega	Green Magick 5	45	22	15	Prevent all foes in range from casting magicks.	Archades	6800
Sleep	Green Magick 3	35	10	7	Put one foe to sleep.	Rabanastre, Bhujerba	700
Sleepga	Green Magick 7	105	26	18	Put all foes in range to sleep.	Baltonheim	7900
Poison	Green Magick 2	30	10	7	Damage one foe over time.	Rabanastre, Nalbina	500
Texity	Green Magick 4	40	26	18	Damage all foes in range over time.	Rabanastre, Nalbina, Eruyt Village, Mt Bur-Omisace	4100
Oil	Green Magick 4	40	8	5	Increase fire damage dealt to all foes in range.	Rabanastre, Bhujerba, Dalmasca Westersand	600

"MP to Cast w/all Chann, Lic

Arcane Magicks

A dark, poorly understood class of magick, the Arcane school offers many unusual options for damaging enemies and enhancing your party members. Many of the game's most powerful tactics are possible due to Arcane magick.



Name	Lie. Req.	LP	MP	*MP to Cast	Effects	Location	Cost
Dark	Arcane Magick 1	25	10	7	Deal moderate dark damage to all foes in range.	Rabanastre, Bhujerba	500
Darkra	Arcane Magick 4	50	20	14	Deal dark damage to all foes in range.	Phon Coast	5800
Darkga	Arcane Magick 7	105	30	21	Deal heavy dark damage to all foes in range.	Balfonheim	9400
Gravity	Arcane Magick 2	30	20	14	Reduce HP of one foe by 1/4 of target's max HP.	Rabanastre, Eruyt Village, Mt Bur-Omisace	2800
Graviga	Arcane Magick 7	105	36	25	Reduce HP of one foe by 1/2 of target's max HP.	Archades	6800
Reverse	Arcane Magick 6	70	50	35	Cause healing and damage to have opposite effect on one foe.	Rabanastre Muthru Bazaar, Phon Coast	7600
Berserk	Arcane Magick 1	25	10	7	Cause one ally to mindlessly attack with weapon in hand.	Rabanastre, Jahara	1000
Confuse	Arcane Magick 2	30	10	7	Cause one foe to confuse friend with foe.	Rabanastre, Eruyt Village	1400
Decay	Arcane Magick 3	40.	10	7	Cause one ally to be the larget of all foes.	Rabanastre, Eruyt Village, Mt Bur-Omisace	2500
Death	Arcane Magick 5	60	30	21	Reduce one fee's HP to 0	Rabanastre, Nalbina, Phon Coast	5200
Vanish	Arcane Magick 4	50	24	16	Render one ally invisible.	Nalbina, Mt Bur-Omisace, Phon Coast	4900
Vanishga	Arcane Magick 6	70	60	42	Render all allies in range invisible	Rabanastre, Nalbina, Phon Coast	8700
Bubble	Arcane Magick 5	60	32	22	Double max HP of one ally.	Rabanastre Muthru Bazaar, Inside Airship	3300
Drain	Arcane Magick 3	40	18	12	Transfer HP from one foe to the caster.	Rabanastre, Eruyt Village, Mt Bur-Omisace	3200
Syphon	Arcane Magick 4	50	2	1	Transfer MP from one foe to the caster.	Inside Airship	4000

*MP to Cast w/all Chang. Lie

Augment Abilities

Apart from the licenses for technicks, magicks, armors, and weapons on the license board, there are also licenses for passive abilities that permanently increase your characters' abilities. These bonuses are active for the remainder of the game once you buy them; you need not purchase anything beyond their license. Although they may seem less glamorous than a new ability or weapon, many Augment abilities are among the most useful on the entire board. Whether it's permanently increasing your character's action speed, adding additional Gambit Slots, or permanently increasing HP, Augment abilities are a great way to spend license points.

Name	LP	Effects
Gambit Slot	15	Adds an additional gambit slot.
Potion Lore 1	20	Potions restore more HP.
Gambit Slot	20	Adds an additional gambit slot.
Ether Lore 1	20	Ethers restore more MP.
Remedy Lore 1	20	Remedies remove Sleep, Sap, Immobilize, and Disable.
Magick Lore	25	Increases magick potency.
Battle Lore	25	Increases physical attack damage.
Gambit Slot	25	Adds an additional gambit slot.
Shield Block	25	Increases chance to block with a shield.
+50 HP	30	Increases max HP by 50.
Gambit Slot	30	Adds an additional gambit slot.
Headsman	30	Gain MP after defeating a foe.
Phoenix Lore	30	Phoenix Down restores more HP.
Swittness	30	Reduces action time by 10%.
Spellbound	30	Increases duration of status effects.
Martyr	30	Gain MP after taking damage.
Channeling	30	Reduces magick MP cost by 10%.
Remedy Lore 2	30	Remedies remove Petrify, Confuse, and Oil
Inquisitor	30	Gain MP after dealing damage.
Warmage	30	Gain MP after dealing magick damage.
Gambit Slot	35	Adds an additional gambit slot.
Potion Lore 2	35	Potions restore more HP.
Ether Lore 2	35	Ethers restore more MP.
Magick Lore	40	Increases magick potency.
Gambit Slot	40	Adds an additional gambit slot.
Battle Lore	40	Increases physical attack damage.
Shield Block	45	Increases chance to block with a shield.
Gambit Slot	45	Adds an additional gambit slot.
Phoenix Lore	50	Phoenix Down restores more HP.
+100 HP	50	Increases max HP by 100.
Channeling	50	Reduces magick MP cost by 10%.

Name	L₽	Effects
Gambit Slot	50	Adds an additional gambit stot.
Swittness	50	Reduces action time by 10%.
Battle Lore	55	Increases physical attack damage.
Magick Lore	55	Increases magick potency.
Spellbreaker	65	Increases magick power when HP Critical
Adrenatine	65	Increases strength when HP Critical,
+150 HP	70	Increases max HP by 150.
Potion Lore 3	70	Potions restore more HP.
Last Stand	70	Increases defense when HP Critical.
Focus	70	Increases strength when HP is full.
Ether Lore 3	70	Ethers restore more MP.
Remedy Lore 3	70	Remedies remove Stop, Doom, and Disease.
Serenity	70	Increases magick when HP is full
Gambit Slot	70	Adds an additional gambit slot
Shield Block	75	Increases chance to block with a shield.
Channeling	80	Reduces magick MP cost by 10%.
Battle Lore	80	Increases physical attack damage.
Magick Lore	80	Increases magick potency.
Swittness	80	Reduces action time by 10%.
Phoenix Lore	90	Phoenix Down restores more HP.
Brawler	90	Increases attack power when fighting empty-handed.
⊭200 HP	100	Increases max HP by 200.
Gambit Slot	100	Adds an additional gambit slot
Magick Lore	120	Increases magick potency.
Battle Lore	120	Increases physical attack damage.
+500 HP	155	Increases max HP by 500.

Items are quick, disposable, and useable by all party members. Although the use of magicks can duplicate the effect of many items, these goodies take far less time to use. Thus, items can be very handy during emergency situations. The strength of Potions, Phoenix Downs, Remedies, and Ethers are affected by special augmentations on the license board. In fact a few specific items (such as Elixir, Megalixir, and Dark Matter) even perform feats only they can accomplish!



POTION HI-POTION

Restore a small amount of HP to one ally.

Restore HP to one ally.

Restore a large amount of HP to one ally.



Deal fire damage to all foes in range.

Deal ice damage to all foes in range.

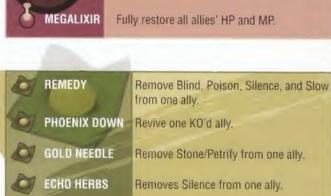
Deal lightning damage to all foes in range.

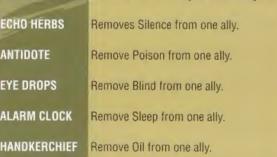


Restore a small amount of MP to one ally.

Restore MP to one ally.

Fully restore one ally's HP and MP.

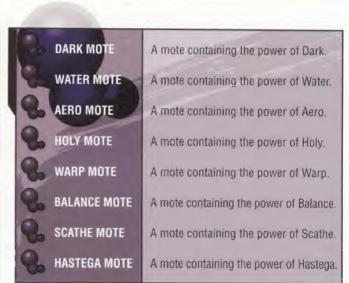


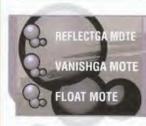


CHRONOS TEAR Remove Stop from one ally.

SMELLING SALTS Remove Confuse from one ally.

VACCINE Remove Disease from one ally.





REFLECTOR MOTE A mote containing the power of Reflectga.

VANISHGA MOTE A mote containing the power of Vanishga,

A mote containing the power of Float.



A curious item detested by the avion known as the garuda.



Deal damage to all foes in range.



ANTIDOTE

EYE DROPS

ALARM CLOCK

Cause one ally to mindlessly attack with weapon in hand.



Deal damage to one foe

The Bazaar

FINAL FANTASY XII has the typical item and gear shops like other RPGs, but this game added something called the Bazaar. All the merchants in the game take part in the Bazaar system. The Bazaar often offers exclusive deals and bargains based upon the amount of loot you've sold to merchants. The loot you sell is used to make item packages that are often cheaper than normal, or exclusive to the Bazaar.

LOOT

While older games in this series usually rely upon gil drops from enemies to build your fortune, a good portion of the money in this game is made by selling a special class of enemy drops that exist for this purpose alone. This item class is referred to as "loot." Whether stolen, poached, or picked up from defeated foes, collecting and selling loot is the key to gaining riches in *FINAL FANTASY XII* and earning many of the game's rarest items from the Bazaar. Critical pieces of loot, leading to ultimate items or bazaar-exclusive items, appear in a different type leading to ultimate items or bazaar-exclusive items, appear in a different type leading to ultimate items or bazaar-exclusive items.



Name	Value	Obtained
Adamantite	1479	
Aged Turtle Shell	1075	
Ambrosia	1682	
Ancient Bone	2115	
Andent Turile Shell	1337	Drops from Adamantitan in Cerobi Steppe and Nabreus Deadlands; poach from Sillcon Tortoise in Glza Plains
Antarctic Wind	1689	
Aquarius Gam	150	Drops from Golem in the Feywood; drops from Deidar in the Pharos
Arcana	10	Orops from rare monsters; drops from all monsters after obtaining key item Canopic Jar
Arctic Wind	1179	
Aries Gem	150	
Bat Fang	105	
Bat Wing	647	
Battlewyrm Carapace	871	
Beastlord Hide	1499	
Beastlord Horn	1334	Drops from Humbaba in Mosphoran Highwaste
Behemoth Steak	1671	
Bent Staff	1194	
Bhujerban Madhu	250	
Black Orb	1	
Blood Wool	871	
Blood-darkened Bone	1435	
Blood-stained Necklace	1663	
Bomb Ashes	200	
Bomb Fragment	1911	
Bomb Shell	896	
Bone Fragment	193	
Book of Orgain	532	
Book of Orgain-Cent	924	
Book of Orgain-Mille	1477	
Braid Wool	465	
Broken Greataxe	1762	
Broken Spear	617	
Broken Sword	1099	

Name	Value	Obtained
Brown Tuff	1	
Bundle of Feathers	833	
Bundle of Needles	92	
Cactus Fruit	59	
Cancer Gem	150	Drops from Preying Mantis in the Feywood
Capricom Gen	150	Steal from rare monster 340, Negalmuur, steal from rare monster 346, Fideliant
Caramel	276	
Centurio Hero's Badge	1	
Charged Gizzard	945	Drops from Thunderbug in the Henne Mines
Charger Barding	1154	
Clifmera Head	2026	Drops from Chimera Brain in the Pharos
Chocobo Feather	480	
Coeurt Pell	454	
Coeuri Whisker	2076	Drops from Ose in Great Crystal upper layer; steal from rare monster 329, Grimalkin, in Tchita Uplands
Common Fish	10	
Corpse Fly	1798	Drops from Dragon Lich in the Pharos
Crooked Fang	287	
Damascus Steel	2188	Oropped or stolen from Bune in the Pharos; steal from rare monster 300, Vishno, in the Pharos; steal from rare monster 364, Anchag, in Paramina Ritt; steal from rare monster 366, Bluesang, in Cerobi Steppe
Dark Crystal	160	
Dark Magicite	80	
Dark Stone	35	
Death Powder	1323	
Death's-Head	653	
Defines Clay	1000	Reward for the clan hunt "Paramina Run"
Delicious Fish	25	
Demon Drink	1863	
Demon Eyeball	123	
Demon Feather	910	
Demon Tail	1203	
Demon's Sigh	1704	
Destrier Barding	1214	

Name	Value	Obtained	Name	Value	Obtained
Destrier Mane	808		Holy Stane	35	
Dewdrop Pabble	1		Horality's Flame	1000	Reward for clan hunt "Crime and Punishment"
Diakon Halcyon	1500		Horn	120	tioward for claiming the grid Full Stillient
Dorsal Fib	1577	Drops from Focalor in the Nabreus Deadlands	tce Crystal	160	
Drab Wool	63		Ice Magicite	80	
Earth Crystal	160		Ice Stone	35	
Earth Magicite	80		ichthon Scale	1033	
Earth Stone	35		Insect Husk	680	
Einherjarium	1682		Iron Carapace	413	
Electrum	3563		Iron Ore	1043	
Emperor Scale	1395		Iron Scraps	185	
Empty Bottle	1		Jack-o'-Lantern	1888	
And the second second		Sell (High Arcana x1, Soul Powder x1, Wargod's	Jaya Stick	500	
Empyreal Soul	2000	Band x2)	Ketu Board	1771	
Eye of the Hawk	989		Large Feather	71	
Festering Flesh	542		Learnonde Halcyon	1500	
Feystone	1000	Dropped or stolen from Entite mansters	Leo Gem	150	
Fine Wool	619				Dropped or stolen from Leshach Entite in
Fire Crystal	160		Leshach Haleyon	1500	Paramina Rift during snowstorm
Fire Magicite	80		Libra Gem	150	Drops from Ose in Great Crystal upper layer,
Fire Stone	35				drops from Tartarus in the Feywood
Fish Scale	151		Lifewick	1740	
Forbidden Flesh	1397		LuShang's Badge	1	Complete fishing mini-game
Foul Flesh	143		Lumber	483	
Foul Liquid	703		Maggoty Flesh	741	
Four-leaf Clover	1969		Magick Lamp	1753	
Frog Oil	1826		Malboro Flower	1043	
Frogspawn	761		Malboro Fruit	612	
		Drops from Behemoth in the Feywood and	Malboro Vine	433	
Gemini Gem	150	Giruvegan; drops from Blood Gigas in the Stilshrine of Mirlam; steal from rare monster	Mallet	2498	
		362, Wendice	Mardu Halcyon	1500	
Gemsteel	2000		MirrorScale	1952	Drops from Mirrorknight in the Feywood, drops from rare monster 009, Dreadguard, in the
Giant Feather	686		IIIIIIIIII (Siesile)	1592	Feywood
Gimble Stalk	1647		Molting	74	
Glass Jewel	115		Moon Ring	1647	Drops from Ash Wyrm in Great Crystal upper
Gnoma Haleyon	1500			1011	layer
Godslayer's Badge	1	Reward for final clan hunt	Moondust	1975	Drops from Mu in the Feywood
Great Serpent's Fang	994	Drops from Python in Mosphoran Highwaste	Mystletainn	1725	
Great Serpentskin	70		Mythrill	1531	Drops from Mythril Golem in Giruvegan
Green Liquid	206		Nebra Succulent	100	
Green Tutt	1		Nebralim	150	
Grimoire Aidhed	1005		Omega Badge	1	Drops from Omega MK. XII in Great Crystal
Grimoire Togail	475			2010	upper layer
Gysahl Greens	54		Onion	2010	
Hell-Gate's Flame	1584	Drops from Cerberus in the Feywood	Orange Tuft	1	Drope from Daidar in the Obsess strategy
High/Areana	20	Sell Arcana x10, Soul of Thamasa x1, Feystone x1 to Bazaar; drops from many monsters after	Orichaleum	1777	Drops from Deidar in the Pharos; dropped or stolen from rare monster 300, Vishno, in the Pharos
		obtaining key item Canopic Jar	Peach Tuft	1	
Holy Crystal	160		Pebble	2	
Holy Magicite	80		Phobos Glaze	1000	Reward for clan hunt "Paradise Risen"

	_	
Name	Value	Obtained
Pinewood Chop	0	
Pisces Gem	150	
Pointed Horn	706	
Prime Pelt	1124	
Prime Tanned Hide	1372	
Putrid Liquid	1342	
Quality Hide	384	
Quality Lumber	1127	Ī
Quality Pelt	651	
Quality Stone	1425	
Rainbow Egg	538	
Rat Pelt	35	
Rat Tail	224	
Ring Wyrm Liver	1467	Drops from Shield Wyrm in Cerobi Steppe
Ring Wyrm Scale	1285	
Sagittarius Cam	150	Drops from Hecteyes in the Henne Mines east section; dropped or stolen with Thief's Cuffs from Olling in the Stilshrine of Miriam
Salamand Haleyon	1500	Dropped or stolen from Salamand Entite in the Ogir-Yensa Sandsea during sunny weather, reward for Gibbs & Deweg side quest.
Sandalwood Chop		
Scarlelite	1679	Drops from Emeralditan in Nabreus Deadlands; steal from rare monster 293, Aspidochelon, in Cerobi Steppe
Scorplo Germ	150	Steal from Gargoyle Baron in Giruvegan; steal from rare monster 342, Larva Eater, in Great Crystal upper layer
Screamroot	1350	
Semclam Shell	90	
Serpent Eye	1440	Drops from Basilisk in the Feywood
Serpentarius	2000	Clan reward for collecting all 13 Espers; steal from Zodiark in the Henne Mines east section; sell High Arcana x1, Snake Skin x4, Serpent Eye x2 to Bazaar
Sickle-Blade	1878	Drops from Preying Marits in the Feywood; steal from rare monster 321, Rageclaw, in the Salikawood
Silver Liquid	1376	
Sky Jewel	980	
Slaven Harness	815	
Slime Oil	1717	
Small Feather	49	
Small Package	150	
Snake Skin	53	Dropped or stolen from Wildsnake in Giza Plains; drops from rare monster 345, Grey Molter, in Mosphoran Highwaste; drops from rare monster 347, Midgardsormr, in Golmore Jungle
Snowtly	982	
Solid Harn	1288	
Solid Stone	358	
Soul of Thamasa	1856	Drops from Oversoul in the Necrohol of Nabudis; steaf from rare monster 336, Ishteen, in Barheim Passage; reward for rank VI hunt "Dead City Watch"
Soul Powder	2241	Drops from Etém in the Henne Mines east section; steal from rare monster 338, Vorres, in the Necrohol of Nabudis

Name	Value	Obtained
Spiral Incisor	998	
Split Armor	1968	
Stardust	1505	
Storm Crystal	160	
Storm Magicite	80	
Storm Stone	35	
Sturdy Bone	428	
Succellent Fruit	363	
Sylphi Haleyon	1500	Steal from Sylphi Entite in Ozmone Plain during cloudy weather
Tanned Glantskin	672	
Tanned Hide	77	
Tanned Tyrant Hide	802	
Tatlered Garment	1470	
Taurus Gem	150	Drops from Vampyr in the Lhusu Mines; drops from Seeker in the Tomb of Raithwalf; drops from Pyrolisk on the Phon Coast
Teleport Stone	100	
Throat Wol! Blood	1360	
Tomato Stalk	966	
Turtle Shell	447	
Tyrant Bone	1233	Drops from Archaeoaevis in Zerlinan Caverns
Tyrant Hide	549	
Undin Haleyon	1500	Steal from Undin Entite in Cerobi Steppe during rainy or cloudy weather
Unpurified Ether	1.783	
Váleblossom Dew	100	
Vampyr Fang	1684	Drops from Abysteel in the Henne Mines
Virgo Gem	150	
Wargod's Band	2214	Drops from Leynir in the Nabreus Deadlands: steal from rare monster 351. Victanir, in the Nam-Yensa Sandsea
Water Crystal	160	
Water Magicite	80	
Water Stone	35	
White Incense	881	
White Tuft	1	
Wind Crystal	160	
Wind Magicite	80	
Wind Stone	35	
Windslicer Pinion	1148	
Walf Pelt	41	
Wrath of the Gods	2214	Steal from rare monster 312, Minibug, in Barheim Passage
Wyrm Bone	1647	
Wyrm Carapace	739	
Wyvern Fang	1274	
Wyvern Wing	1873	Steaf from rare monster 328, Aeros, in Ozmone Plains
Yellaw Liquid	531	
Yensa Fib	409	Drops from Urutan-Yensa
Yensa Scale	319	
Zombie Powder	1975	



On occasion, Grimoires appear for sale in the Bazaar when certain conditions are fulfilled. They greatly enhance the frequency and quality of loot from particular kinds of monsters and are worth obtaining as soon as possible. In fact, you may even want to prioritize Grimoire acquisition over new gear, magicks, or technicks. The sooner you get your hands on Grimoires, the sooner your drop quality will improve!



BAZAAR PACKAGES

After selling certain combinations of loot to merchants, they are assembled or synthesized into special items and packages. Ultimately, these items become available in the Bazaar. You don't have to sell the required loot combination all at once, and you don't even have to sell the loot to the same merchant because all merchants are connected. To aid in completing loot requirements and obtaining bazaar packages, refer to the Clan Primer Bestiary. Additionally, the monster descriptions often provide clues to completing specific combinations (along with detailing some of the history of



Monsters typically have a common loot drop and a rare loot drop but, in addition, they can also drop special stones and gerns imbued with magickal power (such as the Dark Stone, Wind Magicite, Fire Crystal, etc). Later in the game, by fighting rare monsters or obtaining a Canopic Jar in the Bazaar, enemies also begin dropping different magick totems, called Arcana. Bazaar combinations are comprised of any number of common and rare drops and are sometimes coupled with a magickal item to aid the synthesis. Don't worry if this sounds complicated—the Bazaar merchants handle everything? All you need to do is self loot, after which you are informed when new Bazaar packages are available for purchase!

Name	Loot	Cost	Cost Diff.	Contents
Antidote Set	Drab Wool x2	100	+50	Antidote x3
Unassuming Surcoat	Wolf Pelt x2, Earth Stone x1	180	+20	Chromed Leathers x1
Gilt Shield	Molting x1, Fire Stone x1	270	+30	Escutcheon x1
Tail of the Phoenix	Small Feather x3	400	+100	Phoenix Down x2
First-aid Kit	Large Feather x3	450	+100	Phoenix Down x2, Potion x2
Assorted Leathers	Wolf Pelt x2, Tanned Hide x1, Dark Stone x2	680	+200	Leather Breastplate x1, Leather Headgear x1
Bow & Bodkin	Bat Fang x1. Rat Pelt x2. Dark Stone x2	600	N/A	Parallel Arrows x1. Shortbow x1
Eye Drop Set	Demon Eyeball x2	100	\$ 50	Eye Drops x3
Marksman's Delight	Fish Scale x2, Green Liquid x1, Dark Stone x3	1680	N/A	Silent Shot x1, Capella x1
Light Spear	Horn x2, Foul Flesh x2, Wind Stone x3	1260	*140	Javelin x1
Iron-forged Blade	Iron Scraps x3, Foul Flesh x2, Earth Stone x3	1080	∔120	Iron Sword x1
Tinctures & Tonics	Succulent Fruit x4	700	*100	Potion x5, Handkerchief x3, Gold Needle x3
Arrows Alight	Crooked Fang x2. Fire Stone x4	3800	N/A	Fiery Arrows x1. Long Bow x1
Rain of Tears	Yensa Scale x1, Green Liquid x3, Water Stone x4	2980	N/A	Aqua Shot x1, Vega x1
Wooden Pole	Bone Fragment x5, Succulent Fruit x3, Earth Stone x4	1800	4200	Cypress Pole x1
Eye Openers	Chocobo Feather x4	1280	+220	Phoenix Down x5, Alarm Clock x5
Crimson Blade	Solid Stone x2, Glass Jewel x2, Dark Stone x5	4500	* 500	Blood Sword x1
Traveler's Garb	Braid Wool x2, Tanned Hide x2, Water Stone x5	3280	+520	Feathered Cap x1. Traveler's Vestment x1
Golden Garb	Iron Carapace x3. Tanned Hide x2, Dark Stone x5	6780	1790	Golden Helm ×1, Golden Armor ×1, Golden Shield ×
Matching Reds	Coeuri Pelt x3, Quality Hide x2, Dark Magicite x3	4280	¥720	Red Cap x1, Brigandine x1
Smelling Salts, &c.	Malboro Vine x4	540	¥400	Hi-Potion x4. Smelling Salts x2
Burning Blade	Lumber x2, Malboro Vine x2, Fire Stone x6	4680	+ 520	Flametongue x1
Sipping Wine	Tyrant Hide x2	240	+120	Bacchus's Wine x3
Hollow-shalt Arrows	Bat Fang x5, Yellow Liquid x1, Water Magicite x3	6280	N/A	Bamboo Arrows x1, Loxley Bow x1
Burnished Protectives	Wyrm Carapace x2, Quality Hide x2, Fire Stone x6	8400	+2100	Burgonet x1, Shielded Armor x1, Ice Shield x1
Burning Fangs	Pointed Harn x2	980	N/A	Red Fang x5
Alluring Finery	Fine Wool x3, Tyrant Hide x1, Ice Magicité x4	5480	4820	Lamía's Tiara x1, Enchanter's Habit x1
Monk's Garb	Coeurl Pell x4, Tyrant Hide x2, Ice Magicile x4	5480	♦220	Headband x1, Jujitsu Gi x1
Ranger's Crossbow	Crooked Fang x4, Yellow Liquid x2, Ice Stone x1	6480	N/A	Long Bolts x1, Crossbow x1
Iron-lorged Pole	Sturdy Bone x5, Demon Eyeball x3, Fire Magicite x4	4780	¢520	Iron Pole x1

2980

1480

8330

9800

9980

9000

4850

+1470

+2000

+1000

N/A

N/A

Water Mote x5

Kagenul x1

Phoenix Down x12, Hi-Potion x3

Black Cowl x1, Black Garb x1

Adamant Hall x1, Adamant Vest x1

Stone Bolts x1, Recurve Crossbow x1

Triage Kit

Ninja Garb

Magick Shards

Light & Sturdy Garb

Huntsman's Crossbow

Jag-tooth Ninja Sword

Giant Feather x3

Festering Flesh x4

Fine Wool x4, Tanned Tyrant Hide x2, Fire Magicite x5

Coeurl Pelt x6, Tanned Tyrant Hide x2, Storm Magicite x5

Bundle of Needles x1, Festering Flesh x2, Ice Magicite x5

Giant Feather x5, Festering Flesh x4, Dark Magicite x5

Name	Loot	Cost	Cost Diff.	Contents
Survival Set	Malboro Fruit x4	1500	+300	Artidote x12, Eye Drops x12, Echo Herbs x12
Soul of the Fire-bird	Bundle of Feathers x3	5980	+270	Phoenix Down x25
Emboldening Arms	Quality Pelt x6, Tanned Giantskin x4, Fire Crystal x3		+2420	Chakra Band x1, Power Vest x1
Platinum Gear	Insect Husk x2, Tanned Glantskin x5. Storm Magicite x6		+4780	Platinum Helm x1, Platinum Armor x1, Platinum Shield x1
Noisome Incendiaries	Bomb Shell x1. Fire Crystal x3	9800	N/A	Poison Bombs x1. Fumarole x1
War Axe	Pointed Horn x2, Malboro Fruit x4, Wind Magicite x6	10350	+1150	Francisca x1
Warped Blade	Bundle of Feathers x6, Maggoty Flesh x4, Fire Magicite x6	11250	+1250	Diamond Sword x1
Forked Spear	Pointed Horn x4, Maggoty Flesh x5, Wind Magicite x6	11250	+1250	Trident x1
Mudslinger	Ichthon Scale x4, Silver Liquid x3, Earth Crystal x3	9080	N/A	Mud Shot x1, Aldebaran x1
Oil-soaked Incendiaries	Bomb Ashes x3, Book of Orgain x2, Fire Crystal x3	10625	N/A	Oil Bombs x1, Turnulus x1
Blindflight Quarrels	Spiral Incisor x3, Silver Liquid x3, Dark Crystal x3	11220	N/A	Black Bolts x1, Hunting Crossbow x1
Phials & Philtres	Malboro Flower x3	1980	+420	Vaccine x8, Smelling Salts x16
Potion Crate	Screamroot x3	7480	♦5120	Potion x30, Hi-Potion x20, X-Potion x10
Sigas Gear	Prime Pelt x8, Prime Tanned Hide x7, Dark Crystal x7	17800	+3800	Gigas Hat x1, Gigas Chestplate x1
Armor-piercing Sho!	Ring Wyrm Scale x4, Silver Liquid x5, Wind Crystal x7	15200	N/A	Windslicer Shot x1, Spica x1
Permatrost Bow & Quiver	Spiral Incisor x4, Antarctic Wind x2, Ice Crystal x7	17200	N/A	fcecloud Arrows x1, Perseus Bow x1
Befuddling Incendiaries	Bomb Shell x4. Book of Orgain-Cent x3, Fire Crystal x7	17800	N/A	Chaos Bombs x1, Caldera x1
Mystic Statt	Quality Lumber x4, Demon Feather x6, Storm Crystal x7	7200	* 900	Cloud Staff x1
Elegant Pole	Blood-darkened Bone x8, Demon Feather x6, Wind Crystal x7	12150	+ 1360	Ivory Pole x1
Phoenix Flight	Windslicer Pinion x5	8750	4 3750	Phoenix Down x50
Black Vestments	Blood Wool x9. Prime Tanned Hide x7. Dark Crystal x8	22800	+3100	Black Mask x1, Black Robes x1
White Vestments	Blood Wool x9, Beastlord Hide x7, Holy Crystal x8	22800	▶6200	White Mask x1, White Robes x1
Nature's Armory	Prime Pelt x9, Forbidden Flesh x7, Fire Crystal x8	24650	♦ 4350	Crown of Laurels x1, Rubber Suit x1
Forbidding Shield	Aged Turtle Shell x2, Destrier Barding x8, Leamonde Halcyon x1	9800	¥1400	Demon Shield x1
Sturdy Battle Gear	Charger Barding x4, Split Armor x2, Pisces Gem x3	14800	♦2200	Maximifian x1
Magepower Helm	Charger Barding x5, Chimera Head x2, Feystone x1	12800	♦220	Magepower Shishak x1
Scoul's Crossbow	Wyvern Fang x4, Ancient Bone x3, Holy Crystal x9	17800	N/A	Time Bolts x1, Penetrator Crossbow x1
Water-drop Munitions	Book of Orgain x3, Putrid Liquid x3, Water Crystal x10	7800	N/A	Water Bombs x1
Samurai's Katana	Iron Ore x5, Screamroot x7, Water Crystal x9	13800	↓ 1200	Ame-no-Murakumo x1
Double-bladed Knife	Windslicer Pinion x5, Malboro Flower x7, Wind Crystal x9	13800	+1200	Zwill Crossblade x1
The Learing Blade	Solid Horn x4, Demon Tail x7, Dark Crystal x10	14800	♦1200	Deathbringer x1
Attenuated Greatsword	Quality Stone x4, Sky Jewel x7, Holy Crystal x10	14000	* 1500	Save the Queen x1
Memories of Yore	Quality Stone x5	999	N/A	Pebble x99
Devastating Incendiaries	Bomb Fragment x3, Frog Oil x2, Aries Gem x3	12000	N/A	Castellanos x1
Darksteel Blade	Orichalcum x2, Chimera Head x2, Taurus Gem x3	17800	N/A	Stoneblade x1
Arrows of the Moon Goddess	Vampyr Fang x2, Dorsal Fin x2, Gemini Gem x3	15000	N/A	Artemis Arrows x1
Serpent Blade	Coeurl Whisker x2, Sickle-Blade x2, Cancer Gern x3	15200	N/A	Orochi x1
Well-forged Blade	Lifewick x3, Emperor Scale x2, Leshach Halcyon x1	21600	N/A	Durandal ×1
Comty Headgear	White Incense x2, Einherjarium x2, Virga Gem x7	30000	0	Cat-ear Hood x1
Stone Shot	Mirror Scale x2, Tyrant Bone x2, Libra Gem x3	15000	N/A	Stone Shot x1
The Scorpion	Charged Gizzard x3, Wyrm Bone x3, Scorpio Gem x4	60000	N/A	Scorpion Tail x1
Silver Bow	Beastlord Horn x3, Moon Ring x3, Sagittarius Gem x4	60000	N/A	Sagittarius x1
Piercing Bolts	Wrath of the Gods x2, Ring Wyrm Liver x2, Capricorn Gem x3	15000	N/A	Grand Bolts ×1
Cursed Necktace	Blood-stained Necklace x3, Death's-Head x2, Leo Gem x3	30000	0	Nihopalaoa x1
Whisker of the Beast	Mythrii x3, Corpse Fly x3, Aquarius Gem x4	60000	N/A	Whale Whisker x1
Late-model Rifle	Wyvern Wing x2, Yensa Fin x2, Salamand Halcyon x1	19800	N/A	Arcturus x1

Name	Loot	Cost	Cost Diff.	Contents
Ultimate Blade	Adamantite x2, Death Powder x2, Gnoma Halcyon x1	22800	N/A	Ultima Blade x1
Bow of the Moon Goddess	Great Serpent's Fang x2, Moondust x2, Sylphi Halcyon x1	15800	N/A	Artemis Bow x1
Brilliant Shield	Ancient Turtle Shell x2, Ring Wyrm Liver x2, Undin Halcyon x1	12420	N/A	Venetian Shield x1
Engraved Spear	Ketu Board x2, Broken Spear x2, Mystletainn x2	15300	*1700	Gungnir x1
Golden Battle Axe	Electrum x2, Broken Greataxe x2, Mardu Halcyon x1	16200	↓1800	Golden Axe x1
Flask of Oily Liquid	Unpurified Ether x2, Caramel x3	4000	* 3775	Ether x1
Flask of Viscous Liquid	Unpurified Ether x2. Foul Liquid x2, Slime Oil x4	12000	N/A	Hi-Ether x1
Saint's Draught	Ambrosia x3, Demon Drink x3, High Arcana x1	36000	N/A	Efixir ×1
Esoteric Draught	Onion x3, Rat Tall x3, High Arcana x2	108000	N/A	Megalixir x1
Life Crystal (repeatable)	Arcana x10, Feystone x1, Soul of Thamasa x1	9999	N/A	High Arcana ×1
Jewel of the Serpent (repéatable)	Snake Skin x4, Serpent Eye x2, High Arcana x1	19998	N/A	Serpentarius x1
Jewel of Creation (repeatable)	Soul Powder x1, Wargod's Band x2, High Arcana x1	29997	N/A	Empyreal Soul x1
Matchless Metal (repeatable)	Scarletite x1. Damascus Steel x2, Hell-Gale's Flame x2	29997	N/A	Gemsteel x1
Master-crafted Blade	Gemsteel x2, Orichalcum x3, Mallet x2	350000	N/A	Masamune x1
The Suntlower	Gemsteel x3, Empyreal Soul x3, Serpentarius x3	600000	N/A	Tournesol x1
Dragon Crest	Omega Badge x1, Godslayer's Badge x1, Lu Shang's Badge x1	65535	N/A	Wyrmhero Blade x1
Mysterious Substance (repeatable)	Grimoire Togail x3, Grimoire Aidhed x3, Bat Wing x1	14999	+14997	Dark Matter ×1
Magick Shard	Glass Jewel x8. Sky Jewel x8. Diakon Halcyon x1	99	N/A	Holy Mote x1
Magick Shard	Book of Orgain x8, Book of Orgain-Cent x8, Book of Orgain-Mille x8	499	N/A	Scathe Mote x1
Potion Pack (repeatable)	Cactus Fruit x2	70	N/A	Potion x2
Hi-Potion Pack (repeatable)	Rainbow Egg x1	1111	N/A	Hi-Potion x10
Chronos Tear Pack (repeatable)	Eye of the Hawk x1	333	N/A	Chronos Tear x10
Fire-bird's Whisper	Jack-o'-Lantern x1	2222	N/A	Phoenix Down x10
Vaccine Pack	Demon's Sigh x1	999	N/A	Vaccine x10
X-Potion Pack	Behemoth Steak x1	4444	N/A	X-Potion x10
Shell-worked Collar	Bomb Shell x2, Four-Leaf Clover x2	8370	+930	Turtleshall Choker x1
Vinja Footgear	Slaven Harness x2	450	+260	Gillie Boots x1
Brawler's Fetish	Gimble Stalk x2	5940	+560	Amber Armfet x1
Blush of Light	Temate Stalk x2, Magick Lamp x1, Snowfly x1	4500	♦ 500	Firefly x1
Shoes of the Dead	Zombie Powder x1, Destrier Mane x1	450	+ 360	Quasimodo Boots x1
Back Harness	Wolf Blood x1	800	*200	Battle Harness x1
arge Gloves	Bent Stalf x3	4500	+1300	Biazer Gloves x1
Chain-link Belt	Battlewyrm Carapace x2. Adamantite x1	17820	1080	Bubble Bell x1
Vind Walkers	Gysahl Greens x33. Arcana x15	18000	+2000	Hermes Sandais x1
Wing Cord	Stardust x2	3600	+400	Pheasant Netsuke x1
Silt Phylactery	Tattered Garment x1	3150	♦ 1350	Golden Amulet x1
Exquisite Ring	Frogspawn x2	14400	+1600	Opal Ring x1
Feathered Boots	Arctic Wind x1, Broken Sword x1	450	* 50	Winged Boots x1

Merchant Shops

While there is also the Bazaar, operated by and connecting all merchants, the most direct method of acquiring new gear and items is directly through the merchants themselves. When you first happen upon a new merchant, his wares might be limited, but as you progress within the main story more and more of their overall selection will become available. In particular, it is very important to pick up new magicks when they become available, in addition to staying stocked up on curative items like Potions, Echo Herbs, and Phoenix Down. New gambits tend to be very inexpensive and shouldn't dent your coin purse.



R WORD ABOUT GAMBITS

Gambits become available based upon your progress in the game. The further along in the game you are, the more gambits are available for purchase. Once a gambit is for sale, it will be available in any gambit shop.

ERCHANT: ALL GAMBI' Catio I:- Any Gambi	I MERCHAN'I TSHOP	12					(
VARES	COST	WARES	COST	WARES	COST	WARES	COST
illy: any	50	Atly: status = Lure	50	Foe: HP ≥ 2.000	50	Foe: water-weak	500
lly: party leader	50	Ally: status = Protect	50	Foe: HP ≥ 1,000	50	Foe: wind-weak	500
lly: lowest HP	50	Ally: status = Shell	50	Foe: HP ≥ 500	50	Foe: holy-weak	500
lly: strongest weapon	50	Ally: status = Haste	50	Foe: HP < 100,000	50	Foe: dark-weak	500
lly; lowest defense	50	Ally: status = Bravery	50	Foe: HP < 50.000	50	Foe: lire-vulnerable	250
lly: lowest magick resist	50	Ally: status = Faith	50	Foe: HP < 10,000	50	Foe: lightning-vulnerable	250
lly: HP < 100%	50	Ally: status = Reflect	50	Foe: HP < 5,000	50	Foe: ice-vulnerable	250
ily: HP < 90%	50	Ally: status = Invisible	50	Foe: HP < 3.000	50	Foe: earth-vulnerable	250
My: HP < 80%	50	Ally: status = Regen	50	Foe: HP < 2,000	50	Foe: water-vulnerable	250
lly: HP < 70%	50	Ally: status = Float	50	Foe: HP < 1,000	50	Foe: wind-vulnerable	250
lly: HP < 60%	50	Ally: status = Berserk	50	Foe: HP < 500	50	Foe: holy-vulnerable	250
lly: HP < 50%	50	Ally: status = Bubble	50	Foe: HP = 100%	50	Foe; dark-yulnerable	250
lly: HP < 40%	50	Ally: status = HP Critical	50	Foe: HP ≥ 70%	50	Foe: undead	100
illy: HP < 30%	50	Alty: item AMT ≥ 10	100	Fo8: HP ≥ 50%	50	Foe: flying	100
IIIyr HP < 20%	50	Foe: any	50	Foe: HP ≥ 30%	50	Foe: character HP = 100%	100
lly: HP < 10%	50	Foe: targeting leader	100	Foe: status = Petrily	50	Foe: item AMT ≥ 10	100
lly: MP < 100%	50	Foe: targeting self	100	Foe: status = Stop	50	Foe: character status = Blind	100
ily: MP < 90%	50	Foe: targeting ally	100	Foe: status = Sleep	50	Foe: character status = Silence	100
dly: MP < 80%	50	Foe: furthest	50	Foe: status = Confuse	50	Foe: character status = Bravery	100
illy: MP < 70%	50	Foe: nearest	50	Foe: status = Doom	50	Foe: character status = Faith	100
My: MP < 60%	50	Foe: highest HP	50	Foe: status = Blind	50	Foe: character status = HP Critical	100
Mly: MP < 50%	50	Foe: lowest HP	50	Foe: status = Poison	50	Foe; character MP ≥ 90%	100
Ally: MP < 40%	50	Foe: highest max HP	50	Foe: status = Silence	50	Foe: character MP ≥ 70%	100
Ally: MP < 30%	50	Foe: lowest max HP	50	Foe: status = Sap	50	Foe: character MP ≥ 50%	100
Ally: MP < 20%	50	Foe: highest MP	50	Foe: status = Oil	50	Foe: character MP ≥ 30%	100
Alfy: MP < 10%	50	Foe: lowest MP	50	Foe: status = Reverse	50	Foe: character MP ≥ 10%	100
Alty: status = KO	50	Foe: highest max MP	50	Foe: status = Disable	50	Foe; character MP < 90%	100
Ally: status = Stone	50	Foe: lowest max MP	50	Foe: status = Immobilize	50	Foe: character MP < 70%	100
Ally: status = Petrily	50	Foe: highest level	50	Foe: status = Slow	50	Foe: character MP < 50%	100
Ally; status = Stop	50	Foe: lowest level	50	Foe: status = Disease	50	Foe: character MP < 30%	100
uly: status = Sleep	50	Foe: highest strength	50	Foe: status = Protect	50	Foe; character MP < 10%	100
Ally: status = Confuse	50	Foe: lowest strength	50	Foe: status = Shell	50	Foe: character HP ≥ 90%	100
Ally: status = Doom	50	Foe: highest magick power	50	Foe: status = Haste	50	Foe: character HP ≥ 70%	100
Ally: status = Blind	50	Foe: lowest magick power	50	Foe: status = Bravery	50	Foe: character HP ≥ 50%	100
Ally: status = Poison	50	Fee: highest speed	50	Foe: status = Faith	50	Foe: character HP ≥ 30%	100
Ally: status = Silence	50	Foe: lowest speed	50	Foe; status = Reflect	50	Foe: character HP ≥ 10%	100
Ally: status = Sap	50	Foe: highest defense	50	Foe: status = Regen	50	Foe: character HP < 90%	100
Ally: status = Oil	50	Foe: highest magick resist	50	Foe: status = Berserk	50	Foe: character HP < 70%	100
Ally: status = Reverse	50	Foe: HP ≥ 100,000	50	Foe: status = HP Critical	50	Foe; character HP < 50%	100
Ally: status = Disable	50	Foe: HP ≥ 50,000	50	Foe: fire-weak	500	Foe: character HP < 30%	100
Ally: status = Immobilize	50	Foe: HP ≥ 10,000	50	Foe: lightning-weak	500	Foe: character HP < 10%	100
My: status = Slow	50	Foe: HP ≥ 5,000	50	Foe: ice-weak	500	Self	50
Ally: status = Disease	50	Foe: HP ≥ 3,000	50	Foe: earth-weak	500	Sett: HP < 100%	50

WARES	COST	WARES	COST	WARES	COST	WARES	COST
Self: HP < 90%	50	Self: MP < 80%	50	Self: status = Poison	50	Self: status = Haste	50
Self: HP < 80%	50	Self: MP < 70%	50	Self: status = Silence	50	Self: status = Bravery	50
Self: HP < 70%	50	Self. MP < 60%	50	Self: status = Sap	50	Self: status = Faith	50
Self: HP < 60%	50	Selt: MP < 50%	50	Self: status = Oil	50	Sell status = Reflect	50
Self: HP < 50%	50	Self: MP < 40%	50	Self: status = Reverse	50	Self. status = Invisible	50
Self: HP < 40%	50	Self: MP < 30%	50	Self; status = Immobilize	50	Self: status = Regen	50
Self: HP < 30%	50	Self: MP < 20%	50	Selt: status = Slow	50	Self: status = Float	50
Sett: HP < 20%	50	Self: MP < 10%	50 .	Self: status = Disease	50 =	Self: status = Bubble	50
Self: HP < 10%	50	Self: status = Petrify	50	Self: status = Lure	5D	Self: status = HP Critical	50
Self: MP < 100%	50	Self: status = Doom	50	Self. status = Protect	50		
Self: MP < 90%	50	Self: status = Blind	50	Self status = Shelt	50		

RABANASTRE BATAHN'S TECHNICKS

DWIWI	in a recition
WARES	COST
Steal	1600
Libra	500
First Aid	700
Poach	7000
Charge	1700
Horology	2000
Souleater	6400
Traveler	6700
Numerology	2048
Shear	3600
Achilles	8800
Gil Toss	2000
Charm	5000
Sight Unseeing	6800
Infuse	2000
Addie	3500
Bonecrusher	700

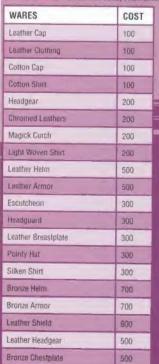
MERCHANTSYUGRI Location: Rabanastre, Yugri's Magicks

WARES	COST
Cure	200
Poisona	200
Blindna	200
Vox	300
Stona	800
Raise	1900
Cura	1500
Regen	1900
Esuna	2800
Curaga	3200
Dispel	4500
Fire	200
Thunder	200
Blizzard	200
Water	800
Aero	1200
Fira	3000

WARES	COST
Thundara	3000
Blizzara	3000
Bio	4900
Slow	200
Immobilize	600
Disable	600
Break	900
Reflect	800
Warp	1700
Bleed	1100
Balance	1500
Float	2800
Haste	3400
Countdown	3100
Stop	3700
Blind	200
Protect	200

WARES	COST
Poison	500
Shell	300
Silence	400
Sleep	700
Oil	600
Toxify	4100
Dark	500
Berserk	1000
Confuse	1400
Decoy	2500
Gravity	2800
Drain	3200
Vanish	4900
Death	5200
Vanishoa	8700

INTERCHANCE PANAMIS LOCATION: RABANASTRE, PANAMIS'S PROTECTIVES



WARES	COST
Topkapi Hat	500
Kilimweave Shirt	500
Sallet	1000
Scale Armor	1000
Buckler	1000
Horned Hat	700
Ringmail	700
Calor Hat	700
Shepherd's Bolero	700
Iron Helm	1400
Iron Armor	1400
Bronze Shield	1200
Balaclava	1000
Windbreaker	1000
Wizard's Hat	1000
Wizard's Robes	1000
Barbul	1900
Linen Currass	1900
Round Shield	1600
Soldler's Cap	1400

	WARES	COST
	Heavy Coat	1400
	Lambent Hat	1400
j	Chanter's Djellaba	1400
-	Winged Helm	2500
	Chammail	2500
	Green Beret	1900
	Survival Vest	1900
	Feathered Cap	1900
	Traveler's Vestment	1900
	Galden Helm	3200
	Golden Armor	3200
	Golden Shield	2100
l	Red Cap	2500
	Brigandine	2500
l	Mage's Hat	2500
	Mage's Habit	2500
ĺ	Burgonet	4000
	Shielded Armor	4000
	Ice Shield	2500
	Headhand	2000

	-
WARES	COST
Jujitsu Gi	3200
Lámiá's Tigra	3200
Enchanter's Habit	3200
Pirate Hat	4000
Viking Coat	4000
Spicerer's Hat	4000
Sorcerer's Habit	4000
Close Helmer	4900
Demon Mail	4900
Flame Shield	3200
Goggle Mask	4900
Metal Jerkin	4900
Black Cowl	4900
Black Garb	4900
Bone Helm	5900
Bone Mail	5900
Diamond Shield	3900

TMERCHANTGAMAL LOCATION RABANASTRE, AMAL'S WEAPONRY

WARES	COST
Broadsword	400
Dagger	200
Shortbow	500
Altair	500
Longsword	700
Mage Masher	700
Silver Bow	1000
Iron Sword	1200
Dak Staff	400
Javelin	1400
Assassin's Dagger	1400
Capella	1400
Oaken Pole	1300
Aevis Killer	1500
Zwill Blade	1700
Cherry Staff	800
Killer Bow	2000
Spear	2200
Handaxe	2200

WARES	COST
Chopper	2200
Cypress Pole	2000
Mace	1800
Ancient Sword	
	2400
Vega	2400
Longbow	3000
Wizard's Staff	1500
Rod	1500
Iron Hammer	3300
Bronze Mace	3000
Blood Sword	5000
Partisan	3500
Main Gauche	3500
Battle Bamboo	3200
Kotetsu	3800
Bowgun	3800
Sirius	4000
Elfin Bow	4200
Broadaxe	4200

	WARES	COST
i	Serpent Rod	2100
	Lohengrin	4500
	Heavy Lance	4800
ı	Osafune	4800
	Gladius	4800
=	Musk Stick	4300
	Gill Measure	4000
	Bhu]	4100
	Flame Staff	2400
	Storm Staff	2400
	Glacial Staff	2400
	Flametongue	5200
	Loxley Bow	5200
	War Hammer	5200
	Crossbow	5200
	Healing Rod	3000
	Betelgeuse	5400
	Kogarasumaru	5600
	Ashura	5600

WARES	COST
Miter	5000
Storm Spear	5800
Iron Pole	5300
Hornito	5800
Arc Scale	5500
Demonsbane	6000
Giant Stonebow	6000
Slasher	6000
Avenger	6000
Magoroku	6600
Paramina Crossbow	6600
Gaia Rod	3300
Icebrand	7000
Ras Algethi	7000
Sakura-saezuri	7000
Golden Staff	3500

MERCHANTISHOP CLERK ACCRITION: RABANASTRE, MIGELO'S SUNDRIES

WARES	COST
Potion	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchiel	50
Hi-Potion	210
Bacchus's Wine	120
Smelling Salts	50
Remedy	400
Chronos Tear	50

MERCHANTACLAN PROVISIONER LOCATION: RABANASTRE, MUTHRU BAZAAR

WARES	COST
Cat-ear Hood	30000
Nihopalaoa	30000
Bubble Belt	19800
Knot of Rust	6
Warp Mote	100
Dark Matter	2
Bravery	5800
Faith	5800
Bubble	3300
Reverse	7600
Telepart Stone	200
Gysahl Greens	108

MERCHANY TRAVELING MERCHANT LOCATION: RABANASTRE LOWTOWN, NORTH SPRAWL

WARES	COST
Potion	70
Antidote	50

MIROHANT ARJIE Location: Giza Plains Nomad Village

WARES	COST
Broadsword	400
Dagger	200
Orrachea Armlet	250
Bangle	500
Potion	70
Antidote	50
Eye Drops	50

MORCHANT TRAVELING MERCHANT LOCATION: RABANASTRE LOWTOWN, SOUTH SPRAWL

WARES	COST
Renewing Morion	16000
Mirage Vest	16000
Jackboots	600
Black Belt	600
Golden Amulet	4500
Potion	70
Eye Drops	50

MERCHANT PORTENTOUS PROVISIONS LOCATION: NALBINA TOWN WEST BARBICAN

WARES	COST
Onion Arrows	100
Onion Bolts	100
Onion Shot	100
Onion Bombs	100
Pation	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchief	50
Hi-Potion	210
Bacchus's Wine	120
Smelling Salts	50
Remedy	400

MARCHANA TROUBLESOME TECHNICKS LOCATON NALBINA TOWN, JAJIM BAZAAR

WARES CO	
First Aid	700
Poach	7000
Charge	1700
Horology	2000
Souleater	6400
Traveler	6700
Numerology	2048
Shear	3600
Achilles	8800
Gil Toss	2000
Charm	5000
Sight Unseeing	6800
Infuse	2000

MYSTERIOUS MAGICKS Nalbina Town, Jajim Bazaar

	WARES	COST
	Curaga	3200
	Cure	200
	Poisona	200
	Blindna	200
	Dispel	4500
=	Bio	4900
٠	Fira	3000
	Thundara	3000
ľ	Blizzara	3000
ľ	Fire	200
ı	Thunder	200
J	Blizzard	200

WARES	COST
Countdown	3100
Stop	3700
Haste	3400
Slow	200
Toxify	4100
Blind	200
Protect	200
Poison	500
Vanish	4900
Death	5200
Vanishga	8700

MERCHART WEAPONS OF WAR LOCATION: NALBINA TOWN, WEST WARD

	THIS IT MAD
WARES	COST
Altair	500
Longsword	700
Mage Masher	700
Silver Bow	1000
Iron Sword	1200
Oak Staff	400
Flame Staff	2400
Storm Staff	2400
Glacial Staff	2400
Flametongue	5200
Loxley Bow	5200
War Hammer	5200
Crossbow	5200
Healing Rod	3000
Betelgeuse	5400
Kogarasumaru	5600
Ashura	5600

		_
	WARES	COST
	Miter	5000
	Storm Spear	5800
	Iron Pole	5300
	Hornito	5800
	Arc Scale	5500
	Demonsbane	6000
	Giant Stonebow	6000
=	Slasher	6000
	Avenger	6000
	Magoroku	6600
	Paramina Crossbow	6600
	Gaia Rod	3300
	Icebrand	7000
	Ras Algethi	7000
	Sakura-saezuri	7000
	Golden Staff	3500

MERCHANT: MAIT Location: Bhujerba, Mait's Magicks

DITOSEREDIT, METEL S INTE	
COST	
1900	
1500	
300	
800	
800	
600	
600	
900	
800	

WARES	COST
Blind	200
Protect	200
Poison	500
Shell	300
Sleep	700
011	600
Silence	400
Dark	500

TUBROHANTIANTIQUED ARMORS LAGORION: NALBINA TOWN, WEST WARD

WARES	COST
Headguard	300
Leather Breastplate	300
Pointy Hat	300
Silken Shirt	300
Bronze Helm	700
Bronze Armor	700
Leather Shield	600
Leather Headgear	500
Bronze Chestplate	500
Topkapi Hat	500
Kilimweave Shirt	500
Pirate Hat	4000
Viking Coat	4000

WARES	COST
Sorcerer's Hat	4000
Sorcerer's Habit	4000
Close Heknet	4900
Demon Mail	4900
Flame Shield	3200
Goggle Mask	4900
Metal Jerkin	4900
Black Cowl	4900
Black Garb	4900
Bone Helm	5900
Bone Mail	5900
Diamond Shield	3900

MINIOHANYM RITHIL LODANOM BHUJERBA, RITHIL'S PROTECTIVES

WARES	COST
Leather Headgear	500
Bronze Chestplate	500
Topkapi Hat	500
Killmweave Shirt	500
Sallet	1000
Scale Armor	1000
Buckler	1000
Horned Hat	700
Ringmail	700
Calof Hat	700
Shepherd's Bolero	700

WARES	COST
Iron Helm	1400
Iron Armor	1400
Bronze Shield	1200
Headguard	300
Leather Breastplate	300
Pointy Hat	300
Silken Shirt	300
Bronze Helm	700
Bronze Armor	700
Leather Shield	600

MERCHANTETARGE Location: Bhujerba, targe's arms

WARES	COST
Iron Sword	1200
Oak Staff	400
Javelin	1400
Assassin's Dagger	1400
Capella	1400
Oaken Pole	1300
Aevis Killer	1500
Zwill Blade	1700

D		_
	WARES	COST
	Cherry Staff	800
ı	Broadsword	400
	Dagger	200
	Shartbow	500
7	Altair	500
	Longsword	700
	Mage Masher	700
	Silver Bow	1000

VERCHANT STREET VENDOR S LOCATION: BHUJERBA, KHUS SKYGROUNDS

WARES	COST
Sweep	16200
Turtleshell Choker	9300
Potion	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchiel	50

) IJERBA, D'S TECHNICKS
WARES	COST
Poach	7000
Charge	1700
Horology	2000
Souleater	6400

MERCHANTESTREET VENDOR (2) LOCATION BHUJERBA, LHUSU SQUARE

WARES	COST
Sweep	16200
Turtleshell Choker	9300
Potion	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Afarm Clock	50
Handkerchief	50

LUXCHAYA LOHEN E LOCATION: DALMASCA Westersand, the Western Divide

THE TENTE OF THE	
WARES	COST
Gungnir	17000
Bangle	500
Steel Gorget	1500
Armguard	800
Tourmaline Ring	300
Gauntlets	1200
Battle Harness	1000
Leather Gorget	1500
Rose Corsage	800
Agate Ring	3000
Renew	30600

MERCHANT UNLUCKY MERCHANT LOCATION: DALMASCA ESTERSAND, SOUTH BANK VILLAGE

Diliti (Indition		
WARES	COST	
Golden Axe	18000	
Bangle	500	
Steel Gorget	1500	
Armguard	800	
Tourmaline Ring	300	
Gauntlets	1200	
Battle Harness	1000	
Diamond Armiet	20000	
Hastega	16600	

MERCHANT GARIF TRADER LOCATION: JAHARA, LULL OF THE LAND

ì	oemeene ommine, bobb	VI THE
١	WARES	COST
1	Partisan	3500
l	Main Gauche	3500
	Battle Bamboo	3200
Ī	Kotetsu	3800
İ	Bowgun	3800
ı	Sirius	4000
i	Elfin Bow	4200
ı	Broadaxe	4200
	Serpent Rod	2100
	Lohengrin	4500
	Heavy Lance	4800
	Osafune	4800
	Gladius	4800
	Musk Stick	4300
	Gilt Measure	4000
	Bhuj	4100
	Flame Staff	2400

I	WARES	COST
ı	Storm Staff	2400
ı	Glacial Staff	2400
ı	Flametongue	5200
١	Loxley Bow	5200
ı	War Hammer	5200
	Crossbow	5200
	Healing Rod	3000
	Betelgeuse	5400
	Soldier's Cap	1400
	Heavy Coal	1400
	Lambent Hat	1400
	Chanter's Ojellaba	1400
	Winged Helm	2500
	Chainmall	2500
	Green Beret	1900
	Survival Vest	1900
	Feathered Cap	1900

WARES	COST
Traveler's Vestment	1900
Golden Helm	3200
Golden Armor	3200
Golden Shield	2100
Red Cap	2500
Brigandine	2500
Mage's Hat	2500
Mage's Habit	2500
Burgonet	4000
Shielded Armor	4000
Ice Shield	2500
Onion Arrows	100
Onion Bolts	100
Onion Shot	100
Onion Bombs	100
Potion	70
Antidote	50

WARES	COST
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchief	50
Hi-Potion	210
Bacchus's Wine	120
Smelling Salts	50
Shear	3600
Achilles	8800
Gil Toss	2000
Charm	5000
Sight Unseeing	6800
Infuse	2000

8

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MURCHARMTETRAN Louvioù: Eruyt Village, road of Verdant Praise



WARES	COST
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchief	50
Hi-Pation	210
Bacchus's Wine	120
Smelling Salts	50
Raise	1900
Сига	1500

WARES	COST
Warp	1700
Bleed	1100
Berserk	1000
Aero	1200
Balance	1500
Confuse	1400
Regen	1900
Esuna	2800
Gravity	2800
Float	2800
Decoy	2500

ĺ	WARES	COST
	Drain	3200
	Curaga	3200
	Fira	3000
	Thundara	3000
	Blizzara	3000
	Haste	3400
	Toxity	4100
	Countdown	3100

MERCHANT HUME TRAVELING MERCHANT ACCORDER MT BUR-OMISACE, SAND-STREWN PASS



WARES	COST
Serpent Rod	2100
Lohengrin	4500
Heavy Lance	4800
Osafune	4800
Gladius	4800
Musk Stick	4300
Gilt Measure	4000
Bhuj	4100
Flame Staff	2400
Storm Staff	2400
Glacial Staff	2400
Flametongue	5200
Loxley Sow	5200
War Hammer	5200
Crossbow	5200
Healing Rod	3000

newn pass		
WARES	COST	
Betelgeuse	5400	
Kogarasumaru	5600	
Ashura	5600	
Miter	5000	
Storm Spear	5800	
Iron Pole	5300	
Hornito	5800	
Arc Scale	5500	
Demonsbane	6000	
Glant Stonebow	6000	
Slasher	6000	
Avenger	6000	
Magoroku	6600	
Dosomina Consolven	0000	

3300

3200

WARES	COST
Golden Armar	3200
Golden Shield	2100
Red Cap	2500
Brigandine	2500
Mage's Hal	2500
Mage's Habit	2500
Burgonet	4000
Shielded Armor	4000
Ice Shield	2500
Headhand	3200
Jujitsu Gi	3200
Lamia's Tiara	3200
Enchanter's Habit	3200
Pirate Hal	4000
Viking Coat	4000
Sorcerer's Hat	4000

WARES	COST
Sorgerer's Habit	4000
Close Helmet	4900
Demon Mail	4900
Flame Shield	3200
Potion	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needla	100
Alarm Clock	50
Handkerchief	50
Hi-Potion	210
Bacchus's Wine	120
Smelling Safts	50
Remedy	400

MERCHANT SEEQ TRAVELING MERCHANT LOCATION: MT BUR-OMISACE, SAND-STREWN PASS



WARES	COST
Jackboots	600
Black Belt	600
Golden Amulet	4500
Magick Gloves	3200
Nishijin Belt	800
Thief's Cufts	3000
Gillie Boots	700

WARES	COST
Quasimode Boots	800
Ruby Ring	8500
Onion Arrows	100
Onion Bolts	100
Onion Shot	100
Onion Bombs	100
Regen	1900

Gaia Rod

Golden Helm

WARES	COST
Esuna	2800
Gravity	2800
Float	2800
Decoy	2500
Drain	3200
Сигада	3200
Fira	3000

WARES	COST
Thundara	3000
Blizzara	3000
Haste	3400
Toxify	4100
Countdown	3100
Stop	3700
Vanish	4900

MERCHANT: LUCCIO LOCATION: MOSPHORAN HIGHWASTE, BABBLING VALE



WARES	COST
Icebrand	7000
Ras Algethi	7000
Sakura-saezuri	7000
Golden Staff	3500
Burning Bow	7500
Obelisk	7500
Sledgehammer	7500
Six-fluted Pole	6800
Thorned Mace	6500
Multiscale	8000

WARES	COST
Adamant Hat	5900
Adamant Vest	5900
Astrakhan Hat	5900
Carmagnole	5900
Diamond Helm	7000
Diamond Armor	7000
Platinum Shield	5300
Golden Amulei	4500
Magick Gloves	3200
Nishijin Belt	800

WARES	COST
Thief's Cutfs	3000
Gillie Boots	700
Quasimodo Boots	800
Ruby Ring	8500
Pation	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100

WARES	COST
Alarm Clock	50
Handkerchief	50
Hi-Potion	210
Bacchus's Wine	120
Smelling Salts	50
Remedy	400
Chronos Tear	50
1000 Needles	7000

MERCHANT: STRANDED MERCHANT LOCATION: OLD ARCHADES, ALLEY OF LOW WHISPERS

WARES	COST
Steel Poleyns	1000
Fuzzy Miter	1200
Bowline Şash	1000
Winged Boots	500
Pheasant Netsuke	4000
Embroidered Tippet	5000

WARES	COST
Cameo Belt	9000
Power Armlet	5200
Opal Ring	16000
Sage's Ring	22000
Potion	70
Antidote	50

WARES	COST
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchief	50

WARES	COST
Hi-Potion	210
Bacchus's Wine	120
Smelling Satts	50
Remedy	400
Chronos Tear	50

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EXPERIMENTAL ARMOR SELLER LOUIS ARCHADES, VINT'S ARMAMENTS

WARES	COST
Diamond Helm	7000
Diamond Armor	7000
Platinum Shield	5300
Officer's Hat	7000
Barrel Coat	7000

WARES	COST
Gaia Hat	7000
Maduin Gear	7000
Steel Mask	8100
Mirror Mall	8100
Dragon Shield	6000

B

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WARES	COST
Chakra Band	8100
Power Vest	8100
Hypnocrown	8100
Jade Gown	8100
Platinum Helm	9300

WARES	COST
Platinum Armor	9300
Crystal Shield	7200

LINGUARD WEAPON SELLER LINGUAGE ARCHADES, VINT'S ARMAMENTS

WARES	COST
Platinum Sword	9000
Power Rod	4500
Hammerhead	9500
Recurve Crossbow	9500
Traitor's Bow	10000
Halberd	10000
Aldebaran	10000
Gokuu Pole	9000
Kagenui	10000

WARES	COST
Kiku-ichimonji	10500
Claymore	10500
Chaos Mace	8800
Bastard Sword	11000
Cross Scale	11000
Francisca	11500
Platinum Dagger	11500
Tumulus	12000
Judicer's Staff	5700

RIBROHARYO TECHNICK SELLER Laggavoxa Archades, Bulward's Technicks

WARES	COST
Infuse	2000
Addle	3500
Bonecrusher	700
Shades of Black	5000
Stamp	4500

MERCHANTE MAGICKERY PROPRIETOR ARCHADES, CHARLOTTE'S MAGICKERY

WARES	COST
Aeroga	6800
Reflectga	6800
Silencega	6800
Blindga	6800
Graviga	6800

MERCHANTS GRANCH LOCATION: ARCHADES, GRANCH'S REQUISITES

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WARES	COST
Potion	70
Antidote	50
Eye Drops	50
Phoenix Down	250

WARES	COST
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchief	50

WARES	COST
Hi-Potion	210
Bacchus's Wine	120
Smelting Salts	50
Remedy	400

WARES	COST
Chronos Tear	50
X-Potion	630

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ĺ	WARES	COST
	Teleport Stone	200
1	Gysahl Greens	108

MERCHANE DYCE LOCATION: THE NAM-YENSA SANDSEA, TRAIL OF FADING WARMTH

WARES	COST
Capella	1400
Cypress Pole	2000
Rose Corsage	800
Amber Armlet	6600
Sash	500
Argyla Armlet	600
Raise	. 1900
Cura	1500
Vox	300
Stona	800
Water	800

WARES	COST
Immobilize	600
Disable	600
Break	900
Reflect	800
Blind	200
Protect	200
Poison	500
Shell	300
Sleep	700
Oil	600
Silence	400

WARES	COST
Dark	500
Potion	70
Antidole	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchief	50
Hi-Potion	210

MERCHANT: TETRA Location: The dreadnought leviathan

	WARES	COST
	Broadsword	400
	Dagger	200
	Shortbow	500
	Altair	500
	Longsword	700
	Mage Masher	700
	Silver Bow	1000
ı	Iron Sword	1200
	Oak Staff	400
	Javelin	1400
	Assassin's Dagger	1400
	Capella	1400
	Oaken Pole	1300
	Aevis Killer	1500
	Zwill Blade	1700
	Cherry Staff	800

WARES	COST
Headguard	300
Leather Breastplate	300
Pointy Hat	300
Silken Shirt	300
Bronze Helm	700
Bronze Armor	700
Leather Shield	600
Leather Headgear	500
Bronze Chestplate	500
Topkapi Hat	500
Klumweave Shirt	500
Sallet	1000
Scale Armor	1000
Buckler	1000
Horned Hat	700
Ringmail	700

WARES	COST
Calot Hat	700
Shepherd's Bolero	700
Steel Gorget	1500
Armguard	800
Tourmaline Ring	300
Gaunifets	1200
Battle Harness	1000
Leather Gorget	1500
Potion	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50
Handkerchief	50

WARES	COST
Vox	300
Stona	800
Water	800
Immobilize	60D
Disable	600
Break	900
Reflect	800
Blind	200
Protect	200
Poison	500
Shell	300
Silence	400
Dark	500

MERCHANT: QUAYSIDE MAGICKERY Location: Balfonheim Port, Gallerina Marketplace

	THE PARTY OF THE PARTY OF
WARES	COST
Curaga	11700
Dispelga	8200
Arise	9700
Esunaga	14900

WARES	COST
Hoty	11200
Firaga	8200
Thundaga	B200
Blizzaga	8200

WARES	COST	WARES	COST
Shock	9400	Sieepga	7900
Scourge	11200	Sheliga	9900
Flare	11200	Protectga	9400
Slowga	10400	Darkga	9400

MORGIAN INTHE LEAPIN' BANGAA

AMAIDUM DALFU			-
WARES	COST	WARES	COST
Cameo Beit	9000	Alarm Clock	50
Power Armlet	5200	Handkerchief	50
Opal Ring	16000	Hi-Potion	210
Potion	70	Bacchus's Wine	120
Antidote	50	Smelling Salts	50
Eye Drops	50	Remedy	400
Phoenix Down	250	Chronos Tear	50
Echo Herbs	50	X-Potion	630
Gold Needle	100	Vaccine	200

THEROGARY BERUNY LOCATION: BALFONHEIM PORT, BERUNY'S ARMAMENTS

WARES	COST
Diamond Sword	12500
Yoichi Bow	12500
Trident	12500
Yakei	12500
Zephyr Pole	11200
Hunting Crossbow	12500
Empyrean Rod	6200
Defender	13000
Spica	13000
Morning Star	13500
Doom Mace	11800
Runeblade	14500
Perseus Bow	14500

HI 9 WITHWITH 19	
WARES	COST
Holy Lance	14500
Caliper	14000
Deathbringer	16000
Greataxe	15500
Ame-no-Murakumo	15000
Save the Queen	15500
Zwill Crossblade	15000
Antares	16000
Ivory Pole	13500
Penetrator Crossbow	15500
Caldera	16000
Cloud Staff	8000

MARCHATTEMMA TO BALFONHEIM PORT, RERUNY'S ARMAMENTS

DAMESTUR. DATE OF	itterna i Arri' d	daunt sanmaments)
WARES	COST	WARES	COST
Chakra Band	8100	Gaia Gear	9300
Power Vest	8100	Giant's Helmet	11000
Hypnocrown	8100	Carabineer Mail	11000
Jade Gown	8100	Gigas Hat	10700
Platinum Helm	9300	Gigas Chestplate	10700
Platinum Armor	9300	Celebrant's Miler	10700
Crystal Shield	7200	Cleric's Robes	10700
Thief's Cap	9300	Dragon Helm	12500
Ninja Gear	9300	Dragon Mail	12500
Gold Hairpin	9300	Kaiser Shield	8300

12400 12400 12400 13500
12400
1-1-1
13500
9600
14500
14500
14500
13500

LINGHAYN ODO BALFONHEIM PORT, ODO'S TECHNICKS

100	HILLOHO
WARES	COST
Expose	3800
Revive	10000
Wither	3500

8

MERCHANT YENDOR OF GOODS LOCATION: PHON COAST, HUNTERS CAMP

WARES	COST
Burning Bow	7500
Obelisk	7500
Sledgehammer	7500
Six-fluted Pole	6800
Thorned Mace	6500
Multiscale	8000
Murasame	8500
Orichalcum Dirk	8500
Fumarole	8500
Platinum Sword	9000
Power Rod	4500
Hammerhead	9500
Recurve Crossbow	9500
Tractor's Bow	10000

WARES	COST
Aldebaran	10000
Gokau Pole	9000
Kagenul	10000
Adamant Hat	5900
Adamant Vest	5900
Astrakhan Hat	5900
Carmagnole	5900
Diamond Helm	7000
Diamond Armor	7000
Platinum Shield	5300
Officer's Hat	7000
Barrel Coat	7000
Gaia Hat	7000
Maduin Gear	7000
Steel Mask	8100

WARES	COST
Mirror Mail	8100
Dragon Shield	6000
Thief's Cuffs	3000
Gillie Boots	700
Quasimodo Boots	800
Auby Ring	8500
Firefly	5000
Steel Poleyns	1000
Potion	70
Antidote	50
Eye Drops	50
Phoenix Down	250
Echo Herbs	50
Gold Needle	100
Alarm Clock	50

WARES	COST
Handkerchiel	50
Hi-Potion	210
Bacchus's Wine	120
Smelling Salts	50
Remedy	400
Chronos Tear	50
Vanish	4900
Bio	4900
Dispel	4500
Death	5200
Vanishga	8700
Darkra	5800
Cleanse	5800
Reverse	7600

Halberd

MERCHANT, BURROGH Location: Barheim Passage, the Lightworks

10000

WARES	COST
Golden Skullcap	16000
Glimmering Robes	16000

WARES	COST
Hermes Sandals	20000
Ardor	15600

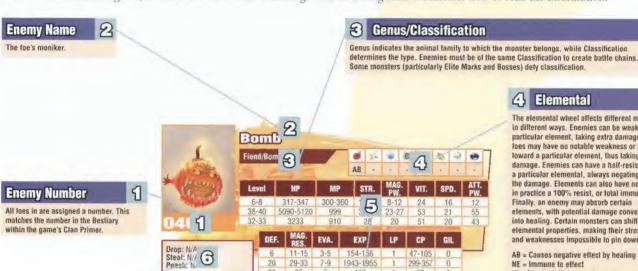
MERCHANT BAKNAMY MERCHANT LOCATION: NECROHOL OF NABUDIS, HALL OF EFFULGENT LIGHT

WARES	COST
Magepower Shishak	15000
Maximillian	17000
Demon Shield	11200
Ring of Renewal	18000

WARES	COST
Ether	222
Telekinesis	7100
Scathe	18100

stiary

Foes are numerous in the world of Ivalice. To keep tabs on them, all of them are contained within this Bestiary. A Bestiary is included with the Clan Primer in the game, but this one is a bit more thorough. The following section indicates how to read the information.



4 Elemental

The elemental wheet affects different monsters in different ways. Enemies can be weak to a particular element, taking extra damage. Some loes may have no notable weakness or strength toward a particular element, thus taking normal damage. Enemies can have a half-resist versus a particular elemental, always negating half the damage. Elements can also have no effect, in practice a 100% resist, or total immunity. Finally, an enemy may absorb certain elements, with potential damage converted into healing. Certain monsters can shift their elemental properties, making their strengths and weaknesses impossible to pin down.

AB = Causes negative effect by healing monster

NE = Immune to effect W = Attacks inflict more damage 1/2 = Attacks inflict half damage

6 Loot

Monsters sometimes drop foot when they are defeated. You can also steal from them before their demise, or poach them when their HP is critical. Monsters become more likely to drop loof during battle chains, and you can enhance the effect of steal by equipping the Thief's Cutts accessory. Stealing from some monsters (in particular, Rare Game) can be very difficult, sometimes taking literally dozens of tries to get a successful steal. The rewards are often worth the effort, though!

5 Statistics

This represents a breakdown of a foe's traits. Level represents the enemy's level range within a certain region. Note that depending on your progression within the storyline or your location within a region, this can vary and affect all other stats. Think of multiple entries in the statistics section as monster version [a], monster version (b), and so on. The same is true for the loot section.



Bestiary

The Dalmasca Sands



Drop: Cactus Fruit, Earth Stone, [b] Earth Magicite, Potion, [b] Hi-Potion, Virgo Gem Steal: Earth Stone, [b] Earth Magicite, Cactus Fruit. Broadsword, [b] Bundle of Needles Poach Item:Cactus Fruit. Bundle of Needles



Drop: Cactus Fruit, Earth Stone, Potion, Virgo Gem Steal: Earth Stone, Cactus Fruit, Broadsword Poach: Cactus Fruit, Bundle of Needles



Drop: Fish Scale, Water Stone, [b] Water Magicite, [a][d] Light Woven Shirt, [b] Diamond Shield, [c] Traveler's Vestment, Polion, [b] Hi-Potion Steat: Fish Scale, Eye Drops, Phoenix Down Poach: Fish Scale, Polion, [b] Hi-Potion

41173	Wolf Beast/Wol				36	9	-	136	8	2	
De la Contraction de la Contra	all z				-		W	-	-		-
	Level	ЖP	MP	8	TA.	MAE		VIT.	SP	D.	ATT. PW.
	2-7	94-134	30-40	1.8	-10	2	1	12	1	0_1	8-10
	3-4, 8-9	135-155	60-65	11	1-12	5		15	11	0	11-12
003-A	BÉF	MAG. RES.	EVA.	EXI	,	LP	Т	CP	GI		
	4	7	0 (9-1	3	1	1	15-47	1 0		
	-5	7	0	16-1	8	1		26-42	0		

Drop: Wolf Pelt, Wind Stone, Polion, Antidote Steal; Wind Stone, Wolf Pelt, Pointy Hat Poach: Wolf Pelt. Eye Drops

	Alpha	aWo	0		-				
VAID	Beast/Wol	1		-	36	9	₩ .	8	
P	Level	HP	MP		STR.	MAR		SPD.	ATT.
12	5-10 8-9, 12-14	113-153 535-575	33-4 66-7		1-13 6-18	5 13	24	12	11-13
003-B	DEF	MAG. RES.	EVA.	EX	P	LP	CP	GIL	
	6 9	8 9	0	22- 252-		1	33-65 66-98	0	

Drop: Woll Pelt, Wind Stone, Polion, Antidote Steal: Wind Stone, Wolf Pelt, [a] Pointy Hat, [b] Wizard's Hat Poach: Wolf Pelt, Eye Drops



Orop: Tanned Hide, Earth Crystal, Chronos Tear, Bone Helm, Bone Mail Steal: Tanned Hide, Hi-Potion, Leo Gem Poach: Tanned Hide, Tyrant Bone



Drop: Small Feather, Fire Stone, Potion, Phoenix Down Steat: Small Feather, Potion, Phoenix Down Poach: Small Feather, Chromed Leathers



Drop: Earth Crystal, Feystone, Gnoma Halcyon, Ether Steal: Earth Crystal, Feystone, Gnoma Halcyon



Drop: Wind Magicite, Handkerchief, Giant Feather, Burning Bow Steal: Giant Feather, Large Feather, 120 gil, Taurus Gem Poach: Giant Feather, Large Feather, Bundle of Feathers

Giza Plains



Drop: Fire Stone, Wolf Pelt, [a] Cotton Cap. [b] Green Beret, Potion. [b] Hi-Potion Steal: Fire Stone, Wolf Pelt, Potion, [b] Festering Flesh Poach: Pebble, [b] Wolf Pelt, [b] Festering Flesh



Drop: Fire Stone, Wolf Pelt, Cotton Cap. Potion Steat: Fire Stone, Wolf Pelt, Potion Poach: Petble, Wolf Pelt



Drop: Braid Wool, Wind Stone, Alarm Clock, Hi-Potion Steat: Braid Wool, Smelling Salts, Sirius Poach: Braid Wool, Fine Wool



Drop: Drab Wool, Water Stone, Potion, Phoenix Down Steal: Water Stone, Drab Wool, Antidote Poach: Drab Wool, Headgear



Orop: Braid Wool, Water Magicite, Teleport Stone, Aero Mote Steal: Water Magicite, 150 gil, Golden Helm Poach: Braid Wool, Balance Mote



Drop: Turtle Shell, Water Stone, Phoenix Down, Water Magicite Steal: Water Stone, Aries Gem, Soldier's Cap Poach: Turtle Shell, Smelling Salts



Orop: Molting, Storm Stone, Broadsword, Potion Steal: Molting, Storm Stone, 30 gil Poach: Storm Stone, Molting, Iron Carapace



Drop: Aged Turtle Shell, Water Crystal, Teleport Stone, [a] Aries Gem. [b] Officer's Hat Steal: 100 gil. [a] Aged Turtle Shell, [b] Aries Gem. [a] Officer's Hat Poach: Aged Turtle Shell. Ancient Turtle Shell



Drop: Snake Skin, Wind Stone, Teleport Stone Steal: Snake Skin, Wind Stone, Leather Breastplate Poach: Snake Skin, Tanned Hide



Drop: Quality Hide, Earth Stone, Potion, Kotetsu Steat: Quality Hide, Teleport Stone, Gemini Gem Poach: Quality Hide, Tanned Giantskin



Orop: Large Feather, Earth Stone, Potion, Headguard Steat: Earth Stone, Large Feather, Echo Herbs Poach: Large Feather





Drop: Storm Magicite, Storm Stone, Feystone, Storm Crystal Steal: Storm Magicite, Feystone, Storm Crystal



Drop: Earth Stone, Tanned Hide, (a) Shortbow, (b) Aevis Killer, Eye Drops Steal: Earth Stone, Tanned Hide, 50 gil Poach: Tanned Hide



The Garamsythe Waterway



Dire Rat 8 8 8 8 9 3627-3647 | 180-185 | 29-30 | 15 DEF. MAG. EVA. EXP LP CP GIL

22 | 23 | 8 | 1023-1025 | 1 | 243-259 | 0

Drop: Bat Peti, Fire Magicite, Antidote, Rat Tail Steat: Rat Peti, 1 gil, Libra Gem Poach: Rat Peti, Rat Tail







Drop: Malboro Fruit, [a] Dark Crystal, [b] Dark Magicite, Vanishga Mote, Virgo Gem Steal: Dark Magicite, [a] Malboro Flower, [b] Malboro Fruit, [a] Virgo Gem. [b] Adamant Hat Poach: Malboro Fruit, Putrid Liquid







Drop: Glass Jewel, [a] Dark Stone, [b] Dark Magicite, Teleport Stone, [a] Potion, [b] Sky Jewel Steal: Glass Jewel, Echo Herbs, [a] Silken Shirt, [b] Dark Magicite Poach: [a] Glass Jewel, [b] Dark Crystal, [a] Phoenix Down, [b] Sky Jewel





The Barheim Passage



Drop: Wind Stone, [c] Eye Drops, Antidote, Bat Fang, Potion, [c] Phoenix Down Steat: Bat Fang, [c] Wind Stone, Teleport Stone, Armguard Poach: Bat Fang



Drop: [a] Storm Stone, [b] Storm Maglicite, [a] Horn, [b] Pointed Horn, Teleport Stone [a] Horned Hat, [b] Indige Pendant Steal: [a] Storm Stone, [b] Storm Maglicite, [a] Horn, [b] Antidote, Pointed Horn Poach: [a] Horn, [b] Pointed Horn, Solid Horn



Drop: Earth Stone, Eye Drops, Iron Scraps, Dark Mote Steat: Iron Scraps, 20 gil, Iron Sword Poach; Iron Scraps



Drop: Dark Stone, Foul Flesh, Antidote, [c] Dark Magicite, Buckler, [c] Festering Flesh Steal: Foul Flesh, [c] Dark Magicite, 2 gli, 50 gil Poach: [a][b] Foul Flesh, [a][b] Festering Flesh



Drop: Dark Stone, Foul Flesh, Antidote, Polion Steal: Dark Stone, Alarm Clock, Killimweave Shirt Poach: Foul Flesh, Festering Flesh



Orop: [a] Eye Drops, [b] Iron Scraps, Earth Stone, Leather Headgear, Polion Steat: Earth Stone, 1 gil, Antidote Poach: Iron Scraps



Drop: Iron Scraps, Earth Stone, Leather Headgear, Polion Steal: Earth Stone, 1 gil, Antidote Poach: Iron Scraps





Drop: Bone Fragment, Dark Stone, Antidote, Iron Helm, [b] Echo Herbs Steal: Bone Fragment, 20 gil, Dark Mole, [b] Bronze Chestplate Poach: Bone Fragment, Potion





Drop: [a] Glass Jewel, [b] Dark Stone, [a] Dark Stone, [b] Dark Magride, [a] Oaken Pole [b] Sky Jewel, Alarm Clock Steat; [a] Dark Stone, [b] Dark Magicite, Glass Jewel, [a] Dark Mote, [b] Sky Jewel Poach: [a] Glass Jewel, [b] Sky Jewel





Drop: (ron Ore, Dark Crystal, [a] Fransisca, [b] Zeiis Mace, Cancer Gem Steal: (ron Ore, 500 gil, Cancer Gem Poach: Iron Ore, Haslega Mote

	Flan Amorph/F	ian		₩ -	* 4			
Mill	Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.	ATT. PW.
	5	420	100	1 10	7	20	13	11
	6-7	280-294	270-290	14-15	8	21-22	10	12-13
38	DEI	F. MAG. RES.	EVA.	EXP	LP	CP	GIL	
	10		0	D	2	190	0	
	12-1	14 2-3	0 3	200-207	1	54-76	0	

Drop: [b] Green Liquid, [b] Water Stone, [b] Water Mote Steal: [a] Potion, [b] Green Liquid, [a] Caramel, [b] Water Stone, [a] Sagdtamus Gem. [b] Gold Needle Poach: [b] Green Liquid, [b] Caramel



Orop: Bone Fragment, Dark Stone, [a] Potion, [b][c] Antidote, [a] Echo Herbs, [b][c] Iron Helm Steal: Bone Fragment, [a] Water Mote, [b][c] 20 gil, [a] Bronze Chestplate, [b][c] Dark Mote Poach: [a] Bone Fragment, [b][c] Potion



Orop: [a] Bomb Ashes, Fire Stone, [b] Fire Magicite, [a] Echo Herbs . [a] Leather Gorget, [b] Bomb Shell Steat: Fire Stone, [b] Fire Magicite, Bomb Ashes, [a] Gold Needle, [b] Bacchus's Wine, [c] Bomb Fragment Poach: Bomb Ashes, [c] Pebble. Bomb Shell, [c] Potion



The Lhusu Mines





Drop: Earth Crystal, Festering Flesh, Forbidden Flesh, Phoenix Down Steal: Foul Flesh, Earth Crystal, 500 gil Poach: Festering Flesh, Forbidden Flesh



Drop: Insect Husk, Earth Crystal, Echo Herbs, Cancer Gem Steal: Earth Crystal, X-Potlon, Gigas Hat Poach: Insect Husk, Charger Barding



Drop: Forbidden Flesh, Fire Magicite, Fire Crystal, Gemini Gem Steel: Fire Magicile, Fire Crystal, 540 gil Poach: Festering Flesh, Forbidden Flesh



Drop: [a] Iron Scraps, [b] Iron Ore, Earth Crystal, [a] Antidote, [b] Teleport Stone, [a] Iron Ore, [b] Perseus Bow
Steat: [a] Earth Magicine, [b] Earth Crystal, [a] 1 gil, [b] Iron Ore, [b] Holy Mote
Poach: [a] Iron Scraps, Iron Ore



Drop: Blood-darkened Bone, Dark Crystal, Teleport Stone, Capricorn Gem Steal: 200 gil, Hi-Potion, Dragon Mail



Drop; Storm Crystal, Hi-Potion, Iron Ore. [a] Cancer Gem, [b] Aegis Shield Steal: [a] Iron Ore, [b] Storm Stone, [a] Cancer Gem, [b] Iron Ore, [a] Aegis Shield Poach: Iron Ore, Wrath of the Gods



The Yensan Sandsea



Drop: Succulent Fruit, Earth Stone, Potion, Alarm Clock Steat: Succulent Fruit, Handkerchief, Mace Poach: Succulent Fruit



Drop: Fish Scale, Water Stone, Echo Herbs, Water Mote Steal: Water Stone, Fish Scale, Bacchus's Wine Poach: Fish Scale, Argyle Armlet















Drop: Fire Stone, Crooked Fang, Llien Guirass, Hi-Potion Steal: Fire Stone, Teleport Stone, 300 gil Poach: Crooked Fang, Bacchus's Wine



Drop: [a] Spiral Incisor, [b] Fire Stone, [a] Fire Crystal, [b] Crooked Fang, [a] Remedy, [b] Linen Cuirass, [a] Reflectga Mote, [b] Hi-Potion
Steat; [a] Spiral Incisor, [b] Fire Stone, [a] Leo Gem, [b] Teleport Stone, [a] Barrel Coat, [b] 300-aii.

[5] 300 gil Poach: [a] Spiral Incisor, [b] Crooked Fang, [a] Leo Gem, [b] Bacchus's Wine



The Tomb of Raithwall



Drop: Wind Stone, Antidote, Crooked Fang, [a][b] Smelling Salts, [c] Blood Sword Steat: Wind Stone, [a] Iron Sword, [b] Taurus Gem, [c] Smelling Salts, [b] Blood Sword Poach: Smelling Salts, Bat Wing



Drop: Bone Fragment, Dark Stone, Antidote, Teleport Stone Steal: Dark Stone, 60 gil, Blazer Gloves Poach: Bone Fragment



Drop: Fire Stone, Handkerchief, Small Feather, Hi-Potion Steat: Fire Stone, Gold Needle, Taurus Gem Poach: Small Feather, Main Gauche



Drop; Dark Stone, Foul Flesh, Teleport Stone, Balance Mote Steal: Dark Stone, Foul Flesh, 100 gil Poach: Foul Flesh, Aero Mote









Ozmone Plain







Drop: Dark Maglolte, Chocobo Feather, Gysahl Greens Steat: Dark Maglolte, Chocobo Feather Poach: Chocobo Feather, Gysahl Greens



Drop: Chocobo Feather, Ice Magicita, Gysahl Greens, Echo Herbs Steat: Chocobo Feather, Taurus Gem, Adamant Vest Poach: Chocobo Feather, Gysahl Greens



Drop: [a] Fire Stone, Chocobo Feather, [b] Earth Magicite, Gysahl Greens, [a] Taurus Gem, [b] Antidote
Steal: [a] Fire Stone, [b] Chocobo Feather, [a] Taurus Gem, [a] Feathered Cap. [b] Fuzzy Mitter
Poach: Chocobo Feather, Gysahl Greens



Drop: Chocobo Feather, Wind Magicite, Gysahl Greens Steal: Wind Magicite, Smelling Salts, Taurus Gem Poach: Chocobo Feather, Gysahl Greens

















Golmore Jungle







Drop: Tanned Hide, Fire Magicite, Dark Mote, Red Cap Steal: Alarm Clock, Tanned Hide, Remedy Poach: Tanned Hide, Libra Gem



Orop: Tyrant Hide, Earth Magicite, Hi-Potion, Float Mote Steal: Tyrant Hide, Earth Magicite, Leo Gem Poach: Tyrant Hide, Brigandine



Drop: [a][c] Earth Crystal, [b] Earth Magicite, [a][c] Malboro Fruit, Smelling Salts, Remedy [b] Malboro Vine Steal: Earth Magicite, [a][c] Vaccine, [b] Malboro Vine, [a][c] Earth Crystal, [b] Elfin Bow Poach: [a][c]Malboro Fruit, [b] Pebble, [a][c] Malboro Flower, [b] Malboro Vine





The Henne Mines





Drop; Water Magicite, Yellow Liquid, Teleport Stone, Float Mote Steat: Water Magicite, Yellow Liquid, 500 gil Poach: Yellow Liquid, Flamatongua



Drop: Earth Magicile, Alarm Clock, Tyrant Hide, War Hammer Steal: Earth Magicile, 60 gil, Leo Gem Poach: Tyrant Hide, Tanned Tyrant Hid



Drop: Yellow Liquid, Storm Crystal, Silver Liquid, Sagittarius Gem Steat: Chronos Tear, 200 gil, X-Potion Poach: Silver Liquid, Unpurified Ether



Drop: Charger Barding, Storm Crystal, Gold Needle, Leo Gem Steat: Charger Barding, Bacchus's Wine, X-Potion Poach: Charger Barding, Holy Lance



Drop: Dark Crystal, Book of Orgain-Mille, Ivory Pole, X-Potion Steal: Book of Orgain-Mille, Capricorn Gem, Soul Powder





Drop: Grimoire Togail, Dark Magicite, Smelling Salts, Remedy Steat: Dark Magicite, Grimoire Togail, Hi-Potlon Poach: Grimoire Togail, Snowfly



Paramina Rift



Drop: Ice Magleite, Phoenix Down, Tanned Hide, Quality Pelt Steal: Ice Stone, Quality Pelt, Crossbow Poach: Tanned Hide, Quality Pelt



Drop: Ice Maglicite, Antidote, Wyrm Carapace, Smelling Salts Steal: Ice Stone, Red Fang, Lobengrin Poach: Wyrm Carapace, Ice Maglicite



Drop: Pointed Horn, [b] Horn, Fire Magicite, [a][c] Fire Crystal. [b][c] Blue Fang Steal: Fire Magicite, [a][c] Pointed Horn, [b] Float Mote. [a][c] Fire Crystal Poach: Pointed Horn, Taurus Gem























The Stilshrine of Miriam



Drop: Crooked Fang, Wind Magicite, Red Fang, Ice Shield Steal: Crooked Fang, 100 gil, Taurus Gem Poach: Crooked Fang, Remedy



Drop: Dark Magicite, Festering Flesh, Red Fang, Icebrand Steal: Handkerchief, 16 gil, Capricorn Gem Poach: Foul Flesh, Festering Flesh



























Drop: Dark Magicite, Festering Flesh, Teleport Stone, Float Mote Steal: Festering Flesh, Smelling Salts, Paramina Crossbow Poach: Foul Flesh, Festering Flesh







The Mosphoran Highwaste





Orop: Fire Magicite, Smelling Salts, Quality Pelt, Libra Gem Steat: Fire Magicite, Hi-Potion, Steel Poleyns Poach: Quality Pelt, Throat Wolf Blood



Drop: Storm Magicite, Tanned Giantskin, Echo Herbs, Sledgehammer Steat: Storm Magicite, Teleport Stone, Gemini Gem Poach: Tanned Giantskin, Beastlord Hide



Drop: Tanned Hide, Wind Magicite, Gold Needle, Quality Hide Steat: Wind Magicite, 400 gil, Bone Helm Poach: Tanned Hide, Great Serpent's Fang



Drop: Ring Wyrm Scale, Wind Crystal, Koga Blade, Leo Gem Steal: Wind Crystal, 800 gil, Leo Gem



Drop: Glant Feather, Wind Magicite, Black Cowl, Bundle of Feathers Steal: Wind Magicite, Red Fang, Bundle of Feathers Poach: Glant Feather, Eye of the Hawk





Orop: Earth Magicite, Solid Stone, Iron Pole, Hi-Potion Steal: Earth Magicite, Gold Needle, Chronos Tear Poach: Solid Stone, Quality Lumber



Drop: Tanned Giantskin, Earth Magicite, Firefly, Gemini Gem **Steal:** Tanned Giantskin. White Fang, Gemini Gem **Poach:** Tanned Giantskin



Fire Chaosiet # 5. W B & B D 0 Fire Chaosjet/Elemental AB NE NE NE W NE NE NE HP MP STR. MAG. VIT. SPD. ATT. PW. VIT. SPD. PW. 4079 49 15 DEF. MAG. EVA. EXP LP CP GIL 120-B

Drop: Fire Magicite, Fire Stone, Feystone, Fire Crystal Steal: Fire Magicite, Feystone, Fire Crystal

The Salikawood



Drop: Fine Wool, Water Magicite, Magoroku, Aries Gem Steal: Water Magicite, Echo Herbs, Aries Gem Poach: Fine Wool, Stardust







Drop: Malboro Fruit, Dark Magicite, Thorned Mace, Virgo Gem Steal: Dark Magicite, Malboro Fruit, Virgo Gem Poach: Malboro Fruit, Vanishga Mote



Drop: Molting, Earth Magicite, Insect Husk, Vanishga Mote Steal: Earth Magicite, Remedy, Metal Jerkin Poach: Insect Husk, Earth Crystal

Phon Coast



Drop: Quality Pelt, Wind Magicite, Teleport Stone, Libra Gem Steal: Eye Drops, Libra Gem, Sorcerer's Habit Poach: Quality Pelt



Drop: Succulent Fruit, Water Magicite, Vanishga Mote. Platinum Sword Steat: Water Magicite, Succulent Fruit, Virgo Gem Poach: Succulent Fruit, Virgo Gem



Drop: Pointed Horn, Ice Magicite, Eye Drops, Aries Gem Steal: Phoenix Down, Aries Gem, Survival Vest Poach: Pointed Horn, Frogspawn





Drop: Bundle of Feathers, Storm Magicite, White Fang, Taurus Gem Steal: Bundle of Feathers, Gold Needle, Balance Mote Poach: Bundle of Feathers, Murasame



Drop; Water Magicite, Eye Orops, Ichthon Scale, Pisces Gem Steal: Chronos Tear, Remedy, Steel Mask Poach: Ichthon Scale, Pisces Gem



Drop: [a] Wind Stone, [b] Wind Magicite, [a] Large Feather, [b] Bundle of Feathers, Teleport Stone, Aries Gem
Steal: [a] Large Feather. [b] Bundle of Feathers, [a] Echo Herbs, [b] 480 Gil, [a] 480 Gil, [b] Multiscale
Poach: [a] Large Feather, [b] Bundle of Feathers, [a] Wind Magicite, [b] Bent Staff





Tchita Uplands



Drop: [a] Coeurl Pett, [b] Storm Crystal, [a] Storm Magicite, [b] Coeurl Pett. [a] Warp Mote. [b] Quality Pelt, [a] Quality Pelt, [b] Hi-Potion Steal: [a] Coeurl Pelt, [b] Storm Stone, [a] Storm Magicite, [b] Quality Pelt. [a] Libra Bern, [b] Embroidered Tippet Poach: Coeurl Pelt



Drop: Blood Wool, Wind Magicite, White Fang, Aries Gem Steal: Blood Wool, Aries GemOrlchalcum Dirk Poach: Blood Wool, Antarctic Wind





Drop: Quality Hide, Wind Magicite, Bacchus's Wine, Aries Gem Steat: Wind Magicite, Quality Hide, Aries Gem Poach: Quality Hide, Carmagnole



Drop: Earth Magicite, Earth Stone, Feystone, Earth Crystal Steal: Earth Magicite, Feystone, Earth Crystal



The Sochen Cave Palace



Orop: Dark Crystal, Spiral Incisor, Red Fang, [a][c] Vampyr Fang, [b] Demon Shield Steat: Spiral Incisor, Teleport Stone[a][c] Demon Shield, [b] Vampyr Fang













Drop: Bundle of Feathers, Fire Magloite, Teleport Stone, [a] Hammerhead, [b] Taurus Gem. [b] Hammerhead. Steat: Fire Magjoite, Gold Needle, [a] Taurus Gem. [b] Hammerhead Poach: Bundle of Feathers, Taurus Gem.



Drop: Ichthon Scale, Storm Magicite(Storm Crystal in Echos of the Past Region).
Power Rod, Pisces Gem
Steal: Ichthon Scale, Balance Mote. Pisces Gem
Poach: Ichthon Scale, Dorsal Fin

The Feywood



Orop: Prime Pell, Fire Crystal, Francisca, Libra Gem Steal: Fire Crystal, Prime Pelt, Fastering Flesh Poach: Prime Pell, Hell-Gate's Flame







Drop: [a] -, [b] Water Crystal, [a] -, [b] Screamroot, [a] -, [b] Teleport Stone, [a] -, [b] Virgo Gem
Poach: [a] -, [b] Screamroot, [a] -, [b] Four-leal Clover



Alraune King 6 3 9 6 6 8 9 MAG. VIT. SPD. ATT. 151

Drop: [a] -. [b] Earth Crystal. [a] -, [b] Screamroot, [a] -, [b] Gold Needle, [a] -, [b] Virgo Steal: [a] -, [b] Screamroot, [a] Gimble Stalk, [b] Virgo Gem, [a] -, [b] Cross Scale Poach: [a] -, [b] Screamroot, [a] -, [b] Gimble Stalk



Drop: Prime Tanned Hide, Storm Crystal, Red Fang, Gemini Gem Steal: Storm Crystal, Gemini Gem, Glant's Helmet Poach: Prime Tanned Hide, Behemoth Steak



Drop: [a] -, [b] Screamroot, [a] -, [b] Wind Crystal, [a] -, [b] Remedy, [a] -, [b] virgo Gem Steal; [a] -, [b] Wind Crystal, [a] Onion, [b] Screamroot, [a] -, [b] Agate Ring Poach: [a] -, [b] Screamroot, [a] -, [b] Onion



Drop: Insect Husk, Dark Crystal, Reflectga Mote, Cancer Gem Steat: Dark Crystal, Cancer Gem, Bowline Sash Poach: Insect Husk, Sickle-Blade





Steal: [a] -, [b] Screamroot, [a] Jack-o'-Lantern, [b] Hi-Potion, [a] -, [b] Virgo Gem Poach: [a] -, [b] Screamroot, [a] -, [b] Jack-o'-Lantern

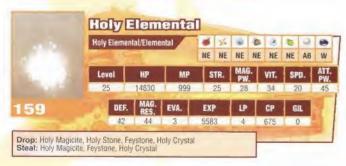


Drop: Quality Lumber, Earth Crystal, Remedy, Aquarius Gem Steal: Quality Lumber, Aquarius Gem, Judicer's Staff Poach: Quality Lumber, Mystletainn



Drop: [a] -, [b] Fire Crystal, [a] -, [b] Screamroot, [a] -, [b] Echo Herbs, [a] - thi Virno Gem Steal; [a] -, [b] Screamroot, [a] Tomato Stalk, [b] Virgo Gem. [a] -, [b] Jade Gown Poach: [a]-, [b] Screamroot, [a]-, [b] Tomato Stalk







The Ancient City of Giruvegan











Drop: Dark Crystal, Malboro Flower, Teleport Stone, Virgo Gem Steal: Dark Crystal, Red Fang, Virgo Gem Poach: Malboro Flower, Cleric's Robes



Drop: Dark Crystal, Echo Herbs, Forbidden Flesh, Capricorn Gern Steat: Remedy, X-Potion, Kaiser Shield



Drop: Dark Crystal, Demon Tail, Doom Mace, Scorpio Gem Steal: Demon Tail, Dark Crystal, X-Potlon Poach: Demon Tail, Scorpio Gem



Drop: Dark Crystal, Book of Orgain-Cent, Vaccine, Capricom Gem Steat: Dark Crystal, Book of Orgain-Cent, Caliper



Orop: Bomb Shell, Fire Crystal, Diamond Armlet, Scorpio Gem Steat: Bomb Shell, Red Fang, Scorpio Gem Poach: Bomb Shell, Scorpio Gem





Drop: Dark Crystal, Bacchus's Wine, Sky Jewel, Capricorn Gem Steal: Sky Jewel, Teleport Stone, Hermes Sandals Poach: Sky Jewel, Ambrosia



The Ridorana Cataract



Drop: Charger Barding, Storm Crystal, X-Potion, Cancer Gem Steal: Charger Barding, Vaccine, Zwill Crossblade Poach: Charger Barding, Cancer Gem



Drop: Earth Crystal, Bacchus's Wine, Malboro Flower, Virgo Gem Steal: Malboro Flower, Virgo Gem, Chaperon Poach: Malboro Flower, Ketu Board

The Pharos



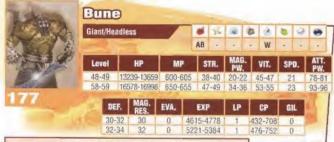
Drop: Dark Crystal, Vaccine, Solid Horn, Aries Gem Steat: Solid Horn, Teleport Stone, Aries Gem Poach: Solid Horn, Rubber Suit



Drop: Dark Crystal, Vaccine, Solid Horn, Aries Gem Steal: Solid Horn, Teleport Stone, Aries Gem Poach: Solid Horn, Rubber Sult



Drop: Dark Crystal, Hi-Potion, Windslicer Pinion, Taurus Gem Steal: 60 Gil, Taurus Gem, Celebrant's Miter Poach: Windslicer Pinion, Chimera Head



Drop: Fire Crystal, Forbidden Flesh, Gungnir, Gemini Gem Steal: Gold Needle, Forbidden Flesh, Gemini Gem Poach: Forbidden Flesh, Damascus Steel









Drop: [a] Blood-darkened Bone. [b] Sturdy Bone, Dark Crystal, Crown of Laurels, Capricorn Gem Steat: [a] Blood-darkened Bone. [b] Sturdy Bone, [a] X-Potion, [b] Capricorn Gem, [a] Capricorn Gem [b] X-Potion



Drop: Wyvern Fang, Ice Crystal, Dragon Helm, Leo Gem Steal: Wyvern Fang, Hi-Polion, Leo Gem Poach: Wyvern Fang, Wyvern Wing





Drop: Charger Barding, fee Crystal, Holy Mote, Caldera **Steal:** Charger Barding, 50 Gil, Leo Gem **Poach:** Charger Barding, Leo Gem



Drop: Quality Stone, Dark Crystal, Smelling Salts, Aquarius Gem Steat: Dark Crystal, Chronos Tear, X-Potion Poach: Quality Stone, Magepower Shishak



Drop: Dark Crystal, Bomb Shell, Handkerchief, Scorpio Gem Steat: Bomb Shell, Dark Crystal, Scathe Mote Poach: Bomb Shell, Mallet



Drop: Quality Stone, Dark Crystal, Antares, Aquarius Gem Steat: Dark Crystal, Quality Stone, Aquarius Gem Poach: Quality Stone, Orichalcum



Drop: Water Crystal, Chronos Tear, Grimoire Aidhed, Scorpio Gem Steal: Grimoire Aidhed, Water Crystal, Reflectga Mote Poach: Grimoire Aidhed, Black Robes



Drop: Water Crystal, Feystone, Undin Halcyon, Ether Steat: Water Crystal, Feystone, Undin Halcyon

Zertinan Caverns



Drop: Water Stone, Horn, Teleport Stone, Aries Gem Steat: Water Stone, Horn, Potion Poach: Horn, Frog Oil



Orop: Fire Crystal, Chronos Tear, Bomb Shell, Scorpio Gem Steal: Fire Crystal, Scorpio Gem, Opal Ring Poach: Bomb Shell, Bomb Fragment



Drop: [a] Iron Carapace, [b]Insect Husk, Fire Crystal, Smelling Salts, Kiku-ichimonji Steal: Fire Crystal, [a] Iron Carapace, [b] Insect Husk, Cancer Gem Poach: [a] Iron Carapace, [b] Insect Husk, Taffered Garment



Drop: Green Liquid, Wind Stone, Water Mote, Winged Helm Steal: Green Liquid, Wind Stone, Sagittarius Gem Poach: Pebble, Yellow Liquid





Drop: Battlewyrm Carapace, Storm Crystal, Cameo Belt, Leo Gem Steal: Battlewyrm Carapace, Teleport Stone, Leo Gem Poach: Battlewyrm Carapace, Emperor Scale



Drop: Sky Jewel, Dark Crystal, Smelling Salts, Iga Blade Steal: Gold Needle, Vanishga Mote, Capricorn Gem Poach: Sky Jewel, Death Powder



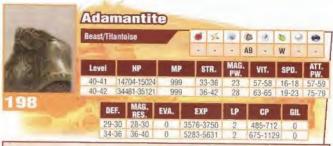
Drop: Earth Crystal, Eye Drops, Grimoire Aidhed, Gaia Hat Steal: Phoenix Down, Grimoire Aidhed, Scorpio Gem Poach: Grimoire Aidhed, Magick Lamp



Drop: Dark Crystal, Foul Flesh, White Fang, Platinum Dagger Steat: Foul Flesh, Dark Crystal, Blood-stained Necklace



Cerobi Steppe



Orop: [a] Turtle Shell, [b] Earth Crystal, [a] Water Stone, [b] Hi-Potion, [a] Phoenix Down, [b] Aged Turtle Shell, [a] Water Magicite, [b] Ancient Turtle Shell Shell Steat: [a] Water Stone, [b] 200 Gil, [a] Aries Gem, [b] Aged Turtle Shell, [a] Soldier's Cap, [b] Aries Gem Poach: [a] Turtle Shell, [b] Aged Turtle Shell, [a] Smelling Salts, [b] Adamantite



Orop: Wind Crystal, Antidote, Windslicer Pinlon, Taurus Gem Steaf: Windslicer Pinlon, Taurus Gem, Chaos Mace Poach: Windslicer Pinlon, Split Armor



Drop: Quality Pelt, Storm Crystal, Teleport Stone, Libra Gem Steat: Storm Crystal, Phoenix Down, Prime Pell Poach: Quality Pelt, Zephyr Pole



Drop: [a] Ring Wyrm Scale, [b] Wyrm Carapace, Earth Crystal, Chronos Tear, [a] Leo Gem, [b] Ring Wyrm Scale Steal: [a] Ring Wyrm Scale, [b] Wyrm Carapace, Hi-Pothon, [a] Winged Boots, [b] Leo Gem Poach: [a] Ring Wyrm Scale, [b] Wyrm Carapace, Ring Wyrm Liver

The Nabreus Deadlands



Drop: Aged Turtle Shell, Earth Crystal, X-Potion, Aries Gem Steal: Aged Turtle Shell, 800 Gil, Turtleshell Choker Poach: Aged Turtle Shell, Scarletite





Drop: Storm Crystal, Iron Carapace, Destrier Barding, Defender Steat: Iron Carapace, Reflectiga Mote, Aries Gern Poach: Iron Carapace, Wargod's Band



Drop: Dark Grystal, Festering Flesh, X-Potion, Black Mask Steal: Festering Flesh, Dark Crystal, Zombie Powder







Drop: Dark Crystal, Grimoire Togail, Teleport Stone, Gloud Staff Steat: Dark Stone, Grimoire Togail, Capricorn Gem



Drop: Quality Stone, Holy Crystal, Runeblade, Holy Mote **Steal:** Holy Stone, X-Potion, Einerjarium



Drop: Demon Eyeball, Earth Crystal, Vaccine, Maxamillian Steal: Demon Eyeball, 500 Git, Reflectga Mote Poach: Demon Eyeball, Demon Drink



Orop: Dark Magicite, Dark Stone, Feystone, Dark Grystal Steal: Dark Magicite, Feystone, Dark Crystal

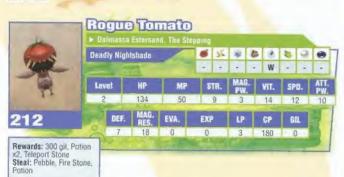


Dilugat/Eulitale			200	1	Man.	-	100
	100					- V	/ AB
Level	HP	MP	STR.	MAG PW.		SPD.	ATT. PW.
36-38	7625-7985	999	36-40	24-2		21	1 76-82
47-48	8875-9055	999	35-37	23-2	5 48	21	74-77
48-50	7598-7958	999	32-36	31-3	5 43	21	70-76
59-60	11935-12115	999	45-47	38-4	0 50	23	91-94
DE	EF. MAG.	EVA.	EXP	LP	CP	GAL	
	MEda						

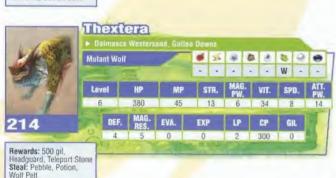
C 2 A 2 A D A

Drop: Dark Crystal, Forbidden Flesh, Alarm Clock, Capricorn Gem Steal: Dark Crystal. 200 Gil, Capricorn Gem Poach: Maggoty Flesh, Forbidden Flesh























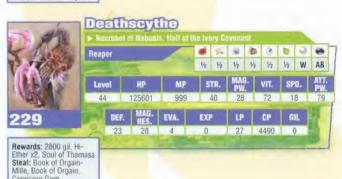










































Ring Wyrm Scale





Rewards: 8000 gil, Grand Mace, Scathe Mote x2 Steal: Tyrant Hide, Tyrant Bone, Hastega Mote

Elite Marks











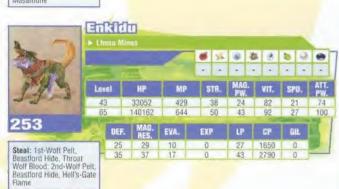








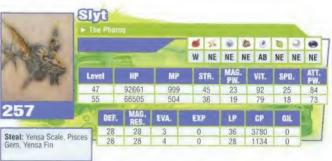
















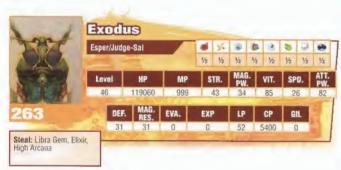




















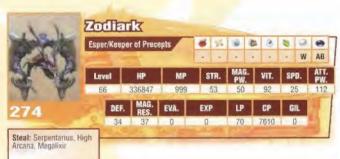














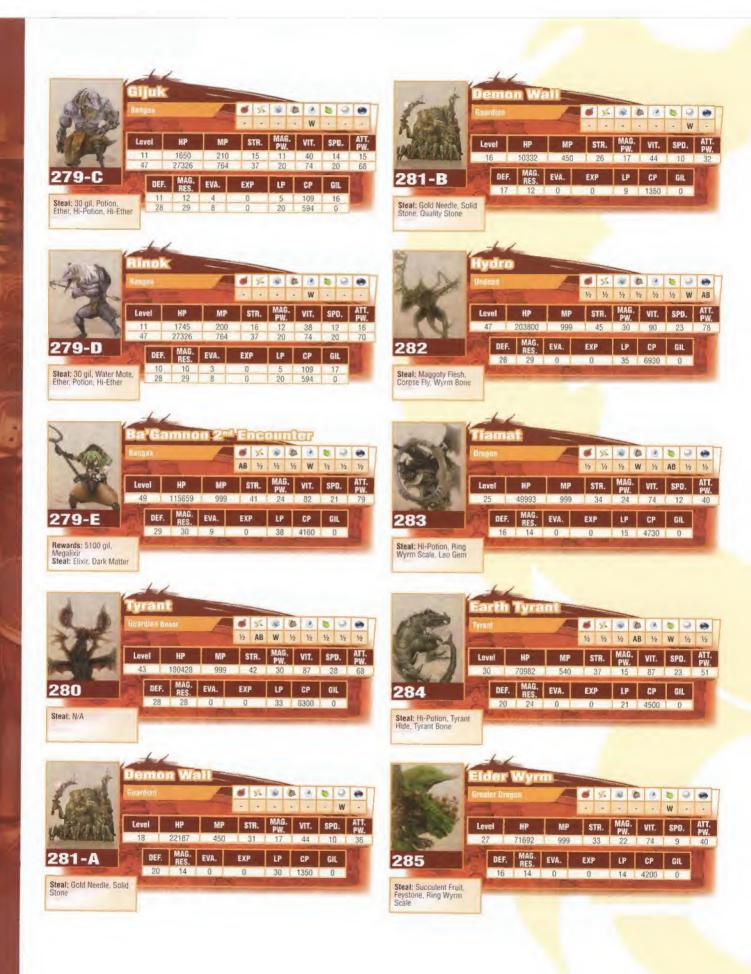








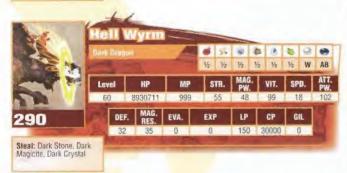
















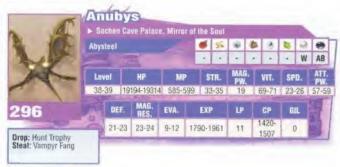
















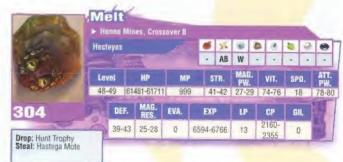




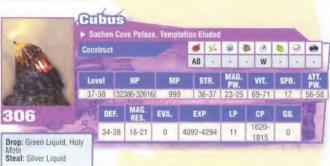








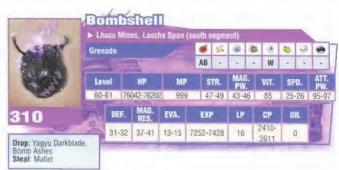




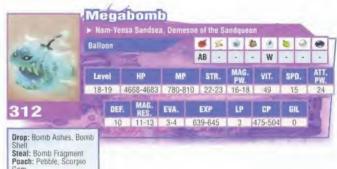




































ATT.

0

GD

0

0 -

24

0

W AB

ATT.

104



HP MP STR. MAG. VIT. SPD. ATT.

EXP

8 2430-2604 11

34-37 24 74-75 21-23 59

LP

38-39 23101-23421 999

23-24 27-29

329

Orop: Hunt Trophy Steal: Coeurl Whisker



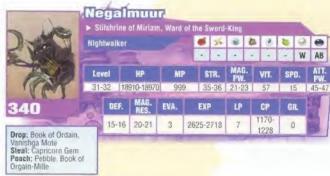




































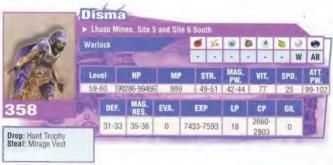








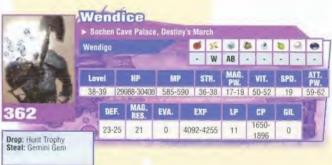




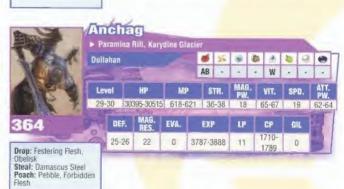










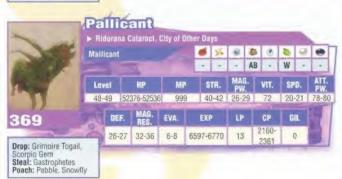


















Humanoids































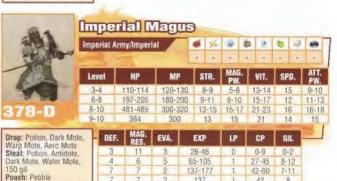
The Archadian Empire



OEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
3-4	8	2-3	24-44	0	1 0	0-3
2-3	12	0	0	0	0	0
3	5	5	65-85	1	27-34	8-11
6	7	2	0	2	76	6
6	7	3	0	2	76	6
6	7	2	0	2	76	6
6	7	3	0	2	76	6
6	6	3	137-157	1	42-49	8-11
8	8	3	151-171	1	46-53	8-11
6	7	3	285	1	53	.9
10	8	3	338	1	63	17
6	6	3	137	1	42	9
20-21	22-23	5-6	1164-1439	1	168-350	84-94
26-28	30-32	7-9	1137-1687	1	231-595	133-153









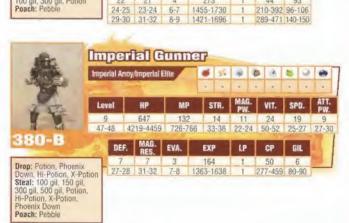
















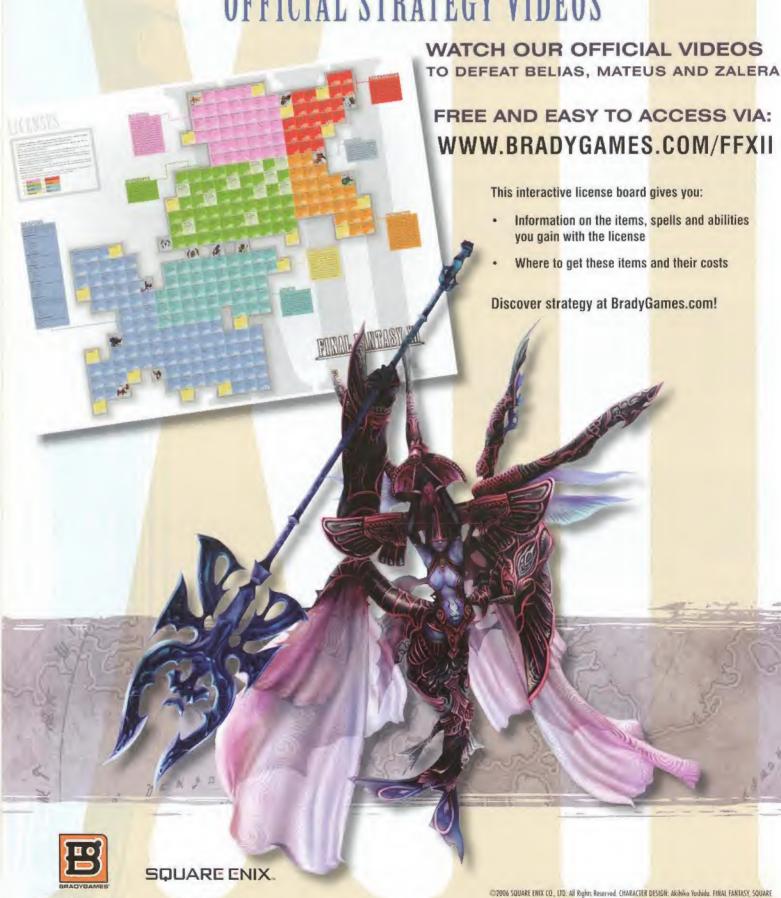




Steal: Dark Matter

Steal: Knot of Rust, Hi-Potion, X-Potion

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